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Magazine Printing: Wellesley Press, Framingham, Massachusetts Game Component Printing: Reflex Offset, Garden City, Long Island Die Cutting: Friedman Die-Cutters, New York

ARES Magazine is copyright © 1981 by Simulations Publications, Inc. Printed in U.S.A. All rights reserved. All editorial and general mail should be sent to Simulations Publications, Inc., 257 Park Avenue South, New York, N. Y. 10010. **ARES** is published bi-monthly. One year (six issues) subscriptions are \$16.00. Please send checks or money orders only.

FOREIGN SALES: GREAT BRITAIN & EUROPEAN customers should place their orders for SPI products or subscriptions with Simpubs Ltd., Freepost, Oakfield House, 60 Oakfield Road, Altrincham, Cheshire, England WA 15 8EW, Tel. 061-941-4371. AUSTRALIA & NEW ZEALAND residents should order through Military Simulations Pty. Ltd., 18 Fonceca Street, Mordialloc, Victoria 3195, Australia, Tel. 1031 909-791. CANADIAN customers should order through International Games of Canada, 3227 Lenworth Drive, Mississauga, Ontario L4X 2G8, Canada, Tel. (416) 625-0131. JAPANESE customers should contact Post Hobby Co., 1-38, Yoyogi, Shibuka-Ku, Tokyo, Japan, Tel. (379) 4081.

ADVERTISING: Basic rate is \$800 per black & white page, Contact; SPAD, 257 Park Avenue South, New York, N. Y. 10010 for rate card. SPI reserves the absolute right to refuse any specific advertisement.

SUBMISSIONS: ARES welcomes submissions by established writers and designers. Contact: Managing Editor. SPI assumes no responsibility for material not specifically solicited.

Ares	THE MAGAZINE OF SCIENCE FICTION AND FANTASY ADVENTURE GAMING

SIMULATION GAME The Return of the	GREG COSTIKYAN	
Stainless Steel Rat	REDMOND A. SIMONSEN	Insert
The Return of the Stainless Steel Rat	HARRY HARRISON	5
DRAGONQUEST ADVENTURE The Camp of Alla-Akabar	GERRY KLUG	17
variants DeltaVee Enhanced	JUSTIN LEITES	25
DESIGN NOTES There's Only One Universe	GERRY KLUG	28
MUSE	REDMOND A. SIMONSEN	2
DESIGNER'S NOTES	STAFF	4
SCIENCE FOR SCIENCE FICTION	JOHN BOARDMAN, Ph.D.	10
FACTS FOR FANTASY	SUSAN SHWARTZ, Ph.D.	11
FILM & TELEVISION	CHRISTOPHER JOHN	12
MEDIA	DAVID J. SCHOW	14
воокѕ	GREG COSTIKYAN	14
DRAGONNOTES	GERRY KLUG	24
GAMES	ERIC GOLDBERG	30
FEEDBACK	JOHN H. BUTTERFIELD	33

subscription form.

Looking Ahead to Next Time

Ares nr. 10 will feature Land of Faerie, a strategic level simulation of the Third Fomorian War in which the Dark Elves and Dark Trolls struggle to seize the Places of Power in fair Albion. Material on Celtic myth and early British history will accompany the game; in addition there will be reviews, Science for Science Fiction, Facts for Fantasy, and much more.

When to Expect Nr. 11

Domestic Subscribers: If you have not received your copy of Ares nr. 11 by 11 December 1981, notify our Customer Service Department. Please include your Customer Code and issue of expiration, both of which should be found on this issue's mailing label, just above your name. Foreign Subscribers: Add eight weeks to the above date to allow for the tardigradous pace of international mail.

On the Cover

The immortal Stainless Steel Rat as portrayed by Timothy Truman, based on a concept by Redmond A. Simonsen.



With this issue, *Ares* and its brother magazine, *MOVES*, make slight course corrections in response to market information developed by feedback and by direct interview and reader comment at the recent Michi-Con and Origins conventions. As you can see by this issue, *Ares* will begin to include articles directly related to games (i.e., analysis, technique, variants, etc.). *MOVES* will no longer publish material related to science fiction and fantasy games — only military and political games. This change points both magazines more in the direction you've indicated: sf/f games treated in *Ares*; military games in *MOVES*.

By the way, as with all SPI magazines, articles and features are *not* restricted to SPI products — we want material on all publisher's games. So, if you're inclined to write game-related articles on widely played sf/f games (see our games rating chart for guidance), submit a non-returnable copy of your

manuscript to our Managing Editor along with a return postcard to notify you of acceptance.

We're looking for articles from 1500 to 5000 words in length. Pay rates are \$.02 or .03 per word (depending on whether you've been published with any frequency heretofore). For game-related articles, SPI buys all rights.

Late Flash: DragonQuest wins Best Fantasy Role-Playing Game Award. At Origins 81, the Academy of Adventure Gaming Art and Design gave DragonQuest top honors in role-playing for 1980! Redmond









SPI is a member of the Hobby Industry of America, The Adventure Games Division of the HIA, and the Game Manufacturers Association. SPI is proud to announce

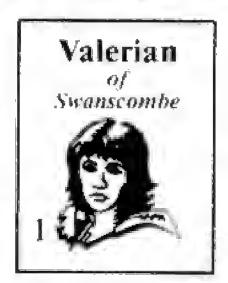


A Fantastic Game of Quest and Adventure based upon the exciting new motion picture from Paramount Pictures Corp./Walt Disney Productions

A young sorcerer sets out upon a perilous journey to free a kingdom from the terror of earth's last dragon. Along his route he acquires weapons, charms, and true companions to aid him in his quest. Will he succeed or fall victim to bandits, the King's men, or the dragon itself? **Dragonslayer** is designed to appeal to knowledgeable fantasy adventure game players while at the same time remaining accessible to new gamers. This fast playing, self-contained adventure includes a full-color 17"×22" map of Urland, 200 full-color playing pieces, easy-access rules, and Dragon lair displays, plus compartment plastic tray. \$15 at stores and game departments nationwide.

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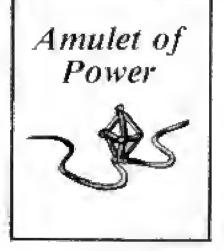














Designer's Notes

Universe Minl-Adventure #1: The Devil's Eve

Devil's Eye Horror Revealed! SIDEWINDER (EP) - Survivors of

SIDEWINDER (FP) - Survivors of the Devifs Eye (GLY-1) exploration party today described the tragic erean of their visit tast week to the musetude Januard Panel onling a press conference in Sidewinder Spareport. Expedition leader George Rjoring told of the destrict of three members of this five-one ream. Originally scheduled to conduct in low-orbin mapping of the pharty only, the party decided may be also be about the conduction of the destrict of the destric

"I madn n poor nommand decision," admitted Bjorling, "Wn were not properly equipped for that type of exploration having no weapons more effective than an 5ld-fashioned laser pistol," Bioring went os ro say that they enconntered "a fierce and deadly noflection of creatures composed of organic and metallic mechanical parts. Wn found two or three versions of somn nrearnzes... One wontd be putely mammilian and docum while the same type of nnimal with n new steel-hard skin would attack ruthlessly. We fost Barnes, Williams and Lawson to seemingly deciln crearnes that ripped agen their expedition suits with blade-like fangs and claws,"

After the confirment, Bjorling and hin myriving new member, Grace Bickers, went into seclusion in a GnmLepCoretrear at an undisclosed focation on Sidewinder.

The preceding is a newspear interinted the olayers in our first Universe min-advortor's recovers the beginning of play. The educative was originally conceived solely for new at Origins 28 but has proven so popular with playtestern than we are preparing in for inclination an impoorning issues of Aree.

The adventure sends a party of adventures to Death's Eye in the Cemmas Leonia double-after system (27 lighty years from Soll tornvestigate that missings feed former sponded by George Bjorling, With an amphibisis nill seriam vekicle and an accordant array of weapons, the party is better eaupped than that pre-pradicessors to deat with both dengement nearmers in the jungles of Barnes Rivey. The party miss also for deat with both dengement party miss also for deat with both dengement searches to the destination of the party formers and only overcome the bests hard-soriest bohind the metallic life-forms Look for this adventure in Aziay 81 for 120.

John H Butterfield

Ghostship

Ghostship dealn with the interception of an nilen vessel passing near earth by the US. space shritle Yorkrown, and with the exploration of the dark, quier transmir in hopen of landing ant Inhabitants. Driving the preparation before pleying the gene, the player must determine what faction on earth will finance the tinc, whinh will affect victory non-ditions. He then inhosose the characters. I have not yet decided without the player may pick all his characters are feely or if some should be ablected our order in the player may provide an order of the player may pick all his characters are feely or if some should be allected our order if each of the player may pick all his characters. I have not yet decided without the player may pick all his characters. The player may pick all his characters are the provided to the player of the player

The game itself will be an interesting combination of the chit revealing process of Chadel of Blood and the pwagraph system of Voyage of the Pandore. Chita will serve two purposes. They will designers the shape of the ship by forcing certs in passageways of the ship to be nigsed off. Also, they will identify the "finds" in each room or structure ss they are entered. Each find that will be crossreferenced to one of a hundred paragraphs which will identify what the object is of does However, each paragraph will contain condiponala dependent upon nharacteri, previonsity discovered funds and turne limitations This approach will greatly expand the possibilities of each parsomphrind make the game. more intriguing overs II

Ultimately, the goal of the game will be attempting to ancomptor the solina who build the sing. I twill not be a simple task, and only the correct combination of eventr will accomplish that Yaf the will be the most inscribing part of the game. Refers will be included to cover possibilities of communication, captures and combal from offer many captures and combal from offer many with housing their sing presented and with houng their sing presented and will be a single processing the combined of the combal that the combined that the combined of the combined that the

The gimes's victory conditions will be based on the amount of monty end pressing has various linds are worth to the initial flassing the various linds are worth to the initial flassing. For the property of the property of

Right now, Ghossahu is being designed for solitare oley However, ideas for multiplayer versions are being worked on. In sinh scenario, there would swin be possibilitized for the players to attack each other None-helass, for the time being the amphase of this designer's time is on the actual machanical fit has the players to attack each other None-second the players to the solitary that machanical fit has player to the solitary that the player to the solitary that the solitary

Ster Trader

Preliminary design work on Silva Tracker has been completed, and I am beginning work on the game's limit orrototype. Pleytestin should begin in a week or two. The game's components will inclind a 5.22 × 34° map depicting the sate systems in pley, 200 counters representing sizerahips and planetarly grade agenties, and a 18-page rinde book whinh will be divided equality between miles and random events participated.

in Stor Trader each of up to two players taked the voic of the matter of n marchant

vessel, travelling the spaceways with cargoes expected for are. Starting with one ship and limited functional resources, each player tries to build a fixed at elerghips, amaks ninetwork of planetary bases, and dominate the tude-lanes of space.

included in the state of the st

Each turn the players buy and selfgoods, nagotiste with each other, react to unnsual wants, develop their network of trade again nas, and conduct acts of knevsty senied at making the other players (see a children posable. The players can also conduct a variary of allot annivtes, such as remogling, bribing customs, and evading law enforcement againers.

Lain working on the essemption that the far-reaning trials corporations of the future will be unscripplious for the mora pain, and so the germs amphiesized illegal subtrates, amuggling and pashy are common. Indeed, the quinkest profits can be made by dealing in drugs and high-tech weapons. Naturally, in high dag-see of risk is associated with anch vantures, however.

All markets, sspecially those for illegal goods, are highly vollatile, swary time it sign unloads as carge, proces flinctuate dramaturally Timing and arrowring the other places have great importance, a player's profit on a veyage depends a minution on when he gath as a ster (and who gefin there first lies on what he is carrying).

In addition to competition in trade, the players interact more directly, sabotaging each other's ships, subverting each other's crews, and even strucking sech other's shipn as they crises between stars.

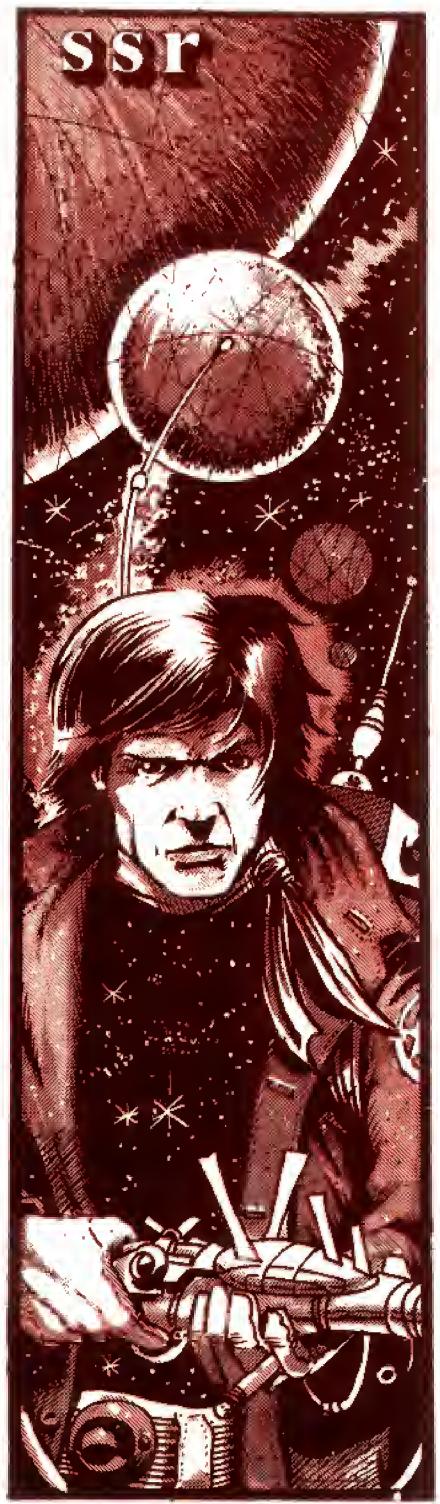
Binking and investment systems are sinso integrated into the game. Although these systems are abstract, they give the players more option to consider, and gonithoute to the variety of choices presented in the game. I also think that letting the players take game. I also think that letting the players take on our if yearn out mirrest rates are no constant sonce of tension and excitement.

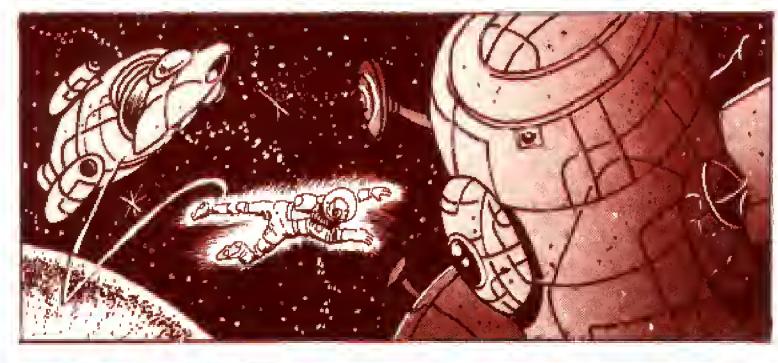
A distribut random-eventin system, using the Voyago of the Pandose parsysts hiormat, will be inclined in the gasme. The variety of events orsenated shandling we see Aplyang is distinct linevir. Each timm the playes will be prosented with amusgling opportunities, manner with Faderistion pasce troopers, and is minitude of ningha finaldants, from revolutions is mare or swirms.

This inndom-evants system will be of porticular interest to role olgans, earth paragraph sequence will be useful as it the onlins for an adventure in University, SPI new somoto fiction role-playing game. Star Trader will be a completely independent gimen in its own right. but is a consistent with University and uses that game's rationals, technology, and bestory as a backdrop. Mick Kap

THE RETURNOF THE STAINLESS STEEL RAT

BY HARRY HARRISON



















"You are the sinly one who can save us, diGnzi Say that you will do it, I beg silyou."

The words were need to my ears. I sy to be humble in my own oimple way, but it is vary hard. People keep telling me how great!
am. They know that I have saved this universe — invice st least — as they feel, rightly enough. I suppose, that I can do onwthing.

please help Four men have died afreedy, that is why we need you.

His words dropped me from this heights of station into the abyes of despair. I enapped exhim.

"So that's what you need me for. To be carper number five. You think I'll look good ins collin?"

ansigning the was, at locurse, You get a reputation and you have to live up to it. ween if you do in the attempt, I rose from my clear and paced the largeth of the room, mying to legione the bloods the grouped uncessibly in the property of the property of the protory of the property of the property of the Virly rine. James Softwar diddit, this Susness Steel Bird? Outset of society. — yet offill here of society? At Interme commail who was now being colled upon for help by the viery people (preyed upon, I twash't fair. "Int I sair! Cried." I neval be robbing.

"Not Is:If" I cried "I should be robbing you blind, not daing you fovers." They nodded eagerly at this.

"Rob us, Jim, rob us! We don't mind Only linish this little job lirst!"

I sighted deeply. There is no escaping sine's descript. "Bafors I decide, would someone mind telling me just what this holl this is all about?"

All they needed was the starting whistle. In an instant they had a hologram projector up and running A holo of a sarelling storion sprang ints existence before me, soft music played and a deep vace began appaking.

"The is the orbiting satalitis, Stanyan VI is the port of call of oil the deep spaces; speciation of the Stanyan System." The spatiary form of a spacer dieled up to the image and decked to deve home the point. "Cargo is than transhipped to the further properties of secretary that comprise has societally also and speedy." Visines swelled up in the backgraund pilipying successful, safe and speedy. "Visines swelled up in the backgraund pilipying successful, safe and speedy music, to begin to doze off — bur is created to these ond tympany which we have the same speedy music. It begin to doze off — bur is created to these ond tympany which we have the same speedy music.

"But everything bito changed!" the sinnouncer gasped. "It 3ll bogan which this passenge shuttle wents ut at control...."

HE LAWISHAR EDGISHAPED FORW OF A Dhulthe swam into view, doilling towards one s I the satellite's docking bays. It was completely under computer control; accidents ware an impossibility, the rererding iets would lire and ease it into place. Then the impossible happened, Instead of the breaking jets being sictivated, the 5torn jots listed full sin — sending it hurtling is rward. It was over in an instant. The shurde crashed into the solid steel of the docking port and burst open likes alveragg hurted against a woll. Air puffed out and troze instantly. Marmed bodies. wers hurled free - but unhappily did not freeze as last as the air had done. I could not tako my avas ayyay from this gruesome scena sis the name for continued in a husbod voice

"Thirty-sevon people were killed in this secodar is at all. When the mechanic went to examine the adil. When the mechanic went to examine the mallunctioning reangstional computer, he found that are thiousand voil current had been shoned this ugh the metal door at the computer room."

The holo of the opace station puffed out it existence and woo replaced by a lifesize image of the mochanic who had mad the handle on the hotwared door, if turned away "The seen's fined cooper betom, thank

"I've seen's fined coopse before, thank you," I said "Can I have tho rests I this nesty story streight without the sensetional visual effects"

The scene shifted back to the satellite agonal and the voice continued remonsibility agonal and an agonal and the voice continued remonsibility. If soon became obvious that the nevigational computer was not at four lit had been overridon by the Cantral Control computer. This is the Galeay grade, March 2500 model, absolutely reliable and nover known to make the control of the con

"There's or first time for everything," I shouted, trying to be heard over the booming voice and backup orchestra. "Will someone kingly swirch siff this gheathy hole show! Enough is enough."

The music died withs greeping relate and the holo popped out of existence; the lights came back up. I turned and stabbed ofinger at the cowering delegates.

"Now just bring me up to dote without the special effects You have a nuisty computer that his afready polluhed sit a for sit people. And it as Mark 2500 which ps bobly handles hundreds of the phase deep controls thousands of operations, along with hundreds of thousands of sublunchorns or suit — that must be one ornart computer if it is has gone goged; wor't retailly like ornyone coming near it. The foot mon who wers killed — they triad is jurn the hungs 8.9".

The delegares all nodded together gloomly I nodded as well. "I thought so, have you excusted the satelliter" At the they shook thou heads even more gloomly. The leader of the delegation spoke.

"Ir von't let us. The Mark 2500. All si the ports ere sealed and we cen't got near the satellite. And there are over three hundred passengers trapped made. You must save them, diGrizl. Their lives are in your hands."

"Not yet they're not! They as still in your hands which is why you are here — and why you are warrying so, You're all sweating — and I linth, I know why. The delegation represents the carposision that owns the serability." Relucion most "And you also represent the insus nos company that insuses the satisfitie?" Relucion most "And you also represent the insus nos company that insuses the satisfitie?" Header nordding list serzy now "So not only dis you have a harve traces in those poor sould trapped inside your hunk of space inomagery — but you have it financell interest is well." Chinal dropping to chests and it were of insuncted losspar sighed through the room. I smilled and shock my clanched lists over my head.

"Despair not gentleman — diGriz will save you! I will turn off your kooky computer and save your prisoners!"

I waired until the cheers and shouts all joy had died down before I put the boot in. "But, liks you, I am o businessmin as well as a humanitarian. My reasonable and very tow fee for the job will be the miserly sum of two million credits..."

I turned away and lit o alger while their mouns of pain and cries of anguish echoed from the chamber walks. Then I puffed out superalive smake and raised my hand for alliance.

"For oharm," I chiuded. "You'll get that sum back within a few days of operation." My voice grew cold. "But if you don't get back firs a pers too and if the relatives of the papple you have allowed to be destroyed by that mad machine decide to see you...." Temporary intorruption by world of despair "why, you will have to pay ou belloome." "And you will have to pay ou belloome will be payable an a million an aigning and one million upon delevery a la fin arise tude from the crackpot computer. Fifty-fire seconds."

"How will you do it?" someone called

"Ill rell you as soon as you have paid. A computer with selk circuitry is an orbing to the mon who saved the universal Twice." Which meant that I had no ridee how I woo going is dis II, but I hat was my business and not helies. Just as their business was earning money and mine steeling it. "Therty-one seconds."

"It's robbory — but we agree. We have no choice,"

on ordiner Which was why I had made the fee so legs. As ordin as the money had been exceeded from yearching the seven redited to my account; I therewithom all out and spread out the technical reports. The was not apply to be cay; I forced away the negging resization that it was not only hard but completely improssible. Never say diel. The Rot marches on There had to be on the seven was not only had been applying the seven say diel.

Except that three weeks large, in a shuttie floating in orbit obout the insere satelling, I still hadn't found it. Not was the captoin of the shuttle any half.

"You're number two." he said, in on oxcoedingly gloomy voice, "You'll never make it either Croiked ar crunched like tho's the four Thei cocksmamia computer will lotysu oboard all right. Tike of fiy ring a web.

"Then it is my worry. And I can do without your pep talk, I'm surting up nowand I want its be is unched as abon's sithis shown machine of yours comes up with the orbital calculations that it sked for "

"Surcot", "was the last word liheard as I sealed shut the helmet of my modified surt Macfied in that all at the moral parts had been aprayed with insulating loam. The Mark 2500 was vary free with its shortcincuits and two of my predicessors had been alloctrocuted. I had no desver to be I nat I arm y afforst — avan before I was inside the renogada surrelike.

My plan-for getting sloped the tilling was simple-enough, eithoughs not I was sitting allone-on-the nesecone of the shuttle libegan to have doubts obout it. Because to moke the plan work I had to trust the computer shoerd this shuttle. And I was not very heppy shout computers is this moment. I left

the ohip our behind me, then the etsady pressure no my back an it accelerated. This lasted a few seconds - then ended on the braking jets class beside me pulled out clouds at gas. The aburde decalerated, I didn't. The spaceship foll behind me as I conbroad on in what I hoped was the correct orbit. Aiming for the opot in space where the satellite would be Optimistically foundhed not anly in the direction of Stanyan VI, but also moving outward in a course that would bring me down night on top of an emergency axit I hoped.

Bur it worked. Despire my laars I watched the satellite get closer and closer until it filled the entire oky. I know the thing had no missiles or ours - but it could use its deceleration fields to launch something heavy in my direction. That a how one of my predecessors had bought it. But I was coming in on the side oway from the londing bays. I hoped

The seconds ticked by and I had my thumb paised a verithe burgan at my braking. jets. The computer back in the shuttle was oupposed to give me the signal to brake but as I said I was not trusting computers very much these dovs. Closer end closer, larger and larger the metal walf grew. And I know I wauld splatter myself oil over it in o few seconda more. Where was the aignol? The computer had blown a fuse. I was good oa deadl. Yet if I breked too soon I would miss the sretion completely end float out into space Leouldn't westony longer... I

"Fire now," the emalionless voice all the computer said. It did not have to repeat itself. My thumb clamped down, clouds at ges billowed aut and around me. I couldn't see a thing! The lining anded and the gas cleared - end there woe the olde at the satellite just ehead of me.

I hit, tumbled, bounced invay agein and grabbed an antenna mast just before t vanished back into interstallar space. After that I just held on for awhile, waiting far tha air scrubber to evaporare the perspiration from my forehead - and from the misred up helmet in front of my eyes as well.

"You know, Jim," I said, ignoring the quaver in my voice, "you're getting a little aid for this kind of rome. Time to retire, armaquier little planet, rob a bank at two when you get bored. Leave this interstellar suicide. to the kids "

But, even on I muttered to mysalf, I woo hard at work. It's along to bitch as long on you are doing something constructive at the same time. I havied myoell down from the pole and kicked off mis neat are that ended over the emergency txxx. Which was labeled,

by come moronic civil porvant on doubt. EMERGENCY EXIT Fine for me, but of fittle use to anyone on the inside trying to find their way out. There was a large handla in the center at the door labeled PULL. I did, it swung open neatly and I delired into the airlock beyond. Entrance effected, traubles

Othera might think that - but not me. I'm not called the Steinless Steel Rat for Rothing. No oir. I know how to got through srainless steel walls and come out on the arher aids alive. Just ahead of me wor an inviting, shining metal lever. Pull that once, the outer door would close, air would rush into the lock, and when the pressure was equalized the inner door would apen automatically. Very simple. And very suspicious. Floating in the penter of the strlock, touching nothing. I a penad the roolbag on my hip and took out o multimeter. I jammad one prod into the handie - than touched the other to the wall

There was a calorful display of oparks and the readout displayed 25,000 volts. Very interesting. Mork 2500 wasexpecting me.

PUT AWAY THE METTA and extracted a thick pad of insulation. Electricity in this quantity should be treated with respect, I wrapped the pad arour dithe hendle end jugged. The door slovely opened. I worted until it. gaped wide before triggering a blast on my suit roukets. A strong ene. Because as soon on I woo paat the door I would be in the grap of the satellite's gravity field

This shot me farward - and I began to drop as I came into the ship. But I hit the deck well oway from the entrance and did a shoulder roll, coming up an my feet, fiats clenched, ready for onything

"Ara you the new troubleshapter?" a voice said. I apun about to tope o gloomy boking man dressed in a soiled boilersuit.

"Na," I said, smiling warmly, "I am Senre end I'm here just in time for Christmas 1

He just grunted et that, a satiaua type. his expression one of derkest gloom. He pointed over his aboutder with his thumb "They're waiting for yourn the rec'hall. Gat a message you ware carring. This way "He turned end, almaar as an afterthought, celled back to me. "My neme's Corona Tech fifth class "

"My pleasure," I said, but if he heard me ha gave na answer. I was really beginning to feel welcome. I peoled oil the spacesuit and trotted after lum.



Thingo were much better in the roc hall. There were about a dozon people warting there and they burst out clepping whan t ппиесест

"You're welcome indeed," I said inchning my head up in a caustly manner. "As you. have heard. from here to save you." My voice hordened "I would also like to know how you heard I was coming - since the kooky computer controls all of the radia circuits in this satietime."

A handsome woman with gorgeoua red hoir held up a porrable radio. "With thia," she said. "If we pur it in trant of a viewport. we can receive signals from the rescue ships. aur rheré. Wojust can't onswer

"Yau can now I hava a sauped-up transcerver with me. Might I aak your Πame?*

"Trina. Doputy Commander of the sta

"And where may I ask to the Commander?" She looked of me and hor nostrila

widened "Didn'r you do your homewark? He was in the chuttle that crashed and started this whole mess "

"I knaw only what I am told " My nostrifs flared to match here. "New would you mind infroducing mit to whoever is in charge now "

"An emergency committee of three Mysell, Dr. Putz here, and Commander Sterk, Dr. Putz is Assistant Scionce Otheor, while Commander Stark is Second in Command of security on the satolite."

"Assistant, Second in Command." I miffed. "I don't usually deal with the hired help. Where ora that bosses?"

"Our superiors were kaled in the sinne crash of the shuttle," Commander Stark growled. "What you see is what you get, differe "

"There is no time for party squabbles." I told them, "I am here to save you. Sa you wall give me all the help I need, to that op-

The emergency committee draw to one side and muttered to each other. They reached agreement puickly anough and Trine spoke far them all, "Agreed, You will pasa. your instructions through Technician Cor-

Corone's grunt hopefully indicated agreement I nodded sagely "A wito deciaian. The first thing I will need is a deck plan. of this satallite."

"That's what they always risk for first," Corona said gloomily. He passed over a thick and dog-eared volume of plans. It was burned a bit at the edges and splattered with something that might have been blood. I had a derk suspicion "Both used before?" Lesk-

He nodded "Faur rimas" There was littlo humor in hiz smilo, "Moyhe five will be

"Thanks," I flipped through the pages "You don't bepose to remember how that other ottempraen the computer ware made, do you?"

"Sure do." He took the volumo fram me end lipped through it. He had a good, if morbid, memory and quickly indicated the various rautes my predocussoro had taken. Through the atgrago bays or radio room,

power central, lood supplies, oxygen scrubbing, every way possible. Good intelligent plans — and all of them had I sited

"Any idea how you ere going to go?" he asked, handing the planchack. I had none — but I wasn't going to admit this to the hired heth.

"I have an idea, bur I must perlect it. First soms more information. See if you usn pry rhe good Dr. Puts away from that five liter glass of beer and sak him he would be so kind as to join me for o moment."

"You wanted to see ma?" Putz saked, waping loam from his moustauho with the

bauk of his hand.

"Il you would be so kind. As Assistant Science Officer you should know a thing or two about This Mark 2500 uomputer shouldn't you?"

"Of course, in theory that is, I had nothing to do with the day to day

operation."

"Even betts: Would you then be kind awhich is nothing but s great big adding multihine, could possibly go inseno?"

goop outstrow," his said, pawing his law in deep concentration. "I have given that much Thoughts and come up with opessible answer. This Mark 2550 series have a memory capacity in sixcess of render the tour-teenth power. That is rither tings. As tam sturb you know, this human brain has a memory uspatify to the to the twellih...."

"Which mesns the computor is for

smarter thon o humon being?"

"Not in this slightest I said memory, not intelligence. A unimputer to just a complex machine programmed for certain funutions But with rhat capatity for memory it is obtainly capable of Intelligence. Perhops containly capable of Intelligence. Perhops containly capable of Intelligence. Perhops containly capable of the same occurrent should be a supported that saw intelligenus has in simmels billions of years ago, if that scordent occurred in a machine basin."

"I follow your point. There is the possibility that it could grow, tearn, develop a personality. A machine mind without morals, love or hate. Coldity a frictient..."

"This is just speculation, mind you!"

"I realize that, Dr. Putz, and appreciate the help. Bur it is almost scademic as well. I think it is more important to know just what the machine can do, not why ir is doing it."

"It can do *enything* it wents sboard this satellite. It controls every function, every operation. If it wanted it could shur off our sir, poison our lood, destroy us in a hundred different ways."

"But it hasn't?"

"No. And thet is most interesting, it has assisted the might afficiate and will allow no ons more out. It has ust off our radio communication, But other than this it has made no attempt to hatmus. Though, of course, it has defonded itself by killing those who were sent again off."

"Aren't you lorgetting the landing shult-

rie rhot it wiped out?"

"I meant since that time There was, perhaps, is good leason for destroying the shulltle." He looked dround harvously. Hearled closes and lowered my voice.

"You wouldn'r care to Expand on thot point, would you, doutor?"

"Agsin, just sitheory. This three senior officers in uornmend of this satellits were on that shullle. If the computer wished to lisks uharge that would carrainly be a good way to start."

"It would indeed." I said, my bisin whirling with thoughts. Preces were beginning to Ist into place. "Now, if you don't mind, Dr. Pluz, I am a little tired after my solventurous journey here. I intend to lis down and study those plans and will confer with you all in sight hours time. Will you please unonvey that message to your associams? Think you."

I spun on my heat and exited. Corons were waiting by the door.



"We'll meet here in eight hours, I'd havs o plen by then and I'll lat you know whet I need Allinght?"

"You're the bass." he coid, chambling oil, then calling back over his shoulds! "Pisnty oil smpty transit passenger cabins on Middek il you won! to ohu! your ayaa while youare making your plans."

"Just who't I had in mind," I picked up my spacesuit and the risst of my equipment and headed for the alevotors. I punched for Mideck, exited there — and want straight to the emergancy stairs

"Well done, Jim." I congrotulated mysell, sinus no ons sise was theirs to do this job. Nor did I want snyono there of this moment. "As Dr. Putz said, this upomputer is a smarty. It must be savesdropping on everything said in the public room."

It might sloo be eavesdopping on ms in the stainwell realized. And that rup. It ofhould have a shard job listening to my thoughts or shard job listening to my thoughts carrainprs on the computer had been known by him. So they must have been discussed, planned in public. And been overheard. Wall, that wasn't going to happen to Slippery Jim diGnz, not for no thing normed Slippery II had altipped sway, the uomputer would not be as-peuting an sessuit yet. By this time it woks up to what was happening I would hove out it to seep forever. But how?

sat pown on the metar stains and lipped through the deck pisne. The uennal computer was located, as you might vary well imagine, in the uenter of the satellite Which was ideal for the computer, but not so quod for snyone trying to sheak up on rt. I

troced the various upurses the other hopefuls had laken all vary misginative. And allso had laken all vary misginative. And allso had to be simple and quick way to get near the thing. But there wish: Instead of all the doors, hatches, Ildors and sintranues, I went of to get diesetly to rt. Bore a hole stright down wish o queriestly to rt. Bore a hole stright down wish o queriestly to rt. Bore a hole stright down wish o queriestly to rt. Bore a hole stright down wish o queriestly called the supper laser. I started to rhow the plans eside — than pulled them bauk when something osught my eye. Of course! This hole was afready thers!

Drilled right through the sats life. From puter room I permitted myself a chuskle of admirstion and pleasure. You're o bright boy, Jimit I traced the opening with my finder

The elevs tor she't

Nor would I make only ettempt to reach the computer by elevator. That would be suitade. It was the shaft slone that I wanted The magnetized boots on my apassaut would get me there. To think is to but. Fast and smooth, that's the Stainless Steel Rat's motto.

I pulled on this spacesuit, whecked my subipment, then want down this store to the subipment, then want down this store to the lowest deck. The deckplans carrie in handy than because this was o mochinory level. I supped between the humming generation and containing machines, working my way rowards the bortom of elevation short 18 it was these, right where it was indicated on the disgram, with iton, mithelp pointed directly over the inspection hatch. All going seconding to ption!

I unchoped the hatch and lowered it gontly to the deck, then poked my head through, Darkness. My light floshed up the sheft and I was aware of the bottom of the slevstor for above. The way was clear to computer uentral. I did not bland around pondering the dangers, but went instantly into Bution - ulimbing inside and joisting my boot and pressing rt sgsinst the wall where it ulung to the creel with magnetic cohesion. The grevity here was oriented towards the base of the shoft which made it dillicult. But not impossible. I hung head downwards from the boots, uncomfortable but necessary. I switched oil the current in the bottom boot and shifted it shove the other. Current on, magnelized, stuck there. Then the other boot, tapeating this process over and over.

And slowly, one ulumay grap of a time I rose up the shatt,

If was herd work and tiring work. I was perhaps heliwsy there and paning loudly whon I had to rest it hung from the boots, gasping mair — when I heard it. A humming sound. What did it mean? With suddans and horified realization I pointed my light upwards.

The computer had detected my presents in the shaft.

Ir was sending the elevator down to urush ms!

I permitted myself one instant of penic, to promote the flow of adispatin, then clomped down hord with my mental control No psnic, Jimi You've been in tight spots before. Think — don't react bindly.

I uouldn't ratreat and reach the bottom

of the shift in time, if would be crushed lift tred. Gould I lords agen one of the doors and getou are different level? An unknown, I had no time to make experiments. Se it I couldn't ge dewn, er out the aids — there was only one direction left, Upf I would have to tackle the levelor itself.

Which was easier and their done kerything dispinated upon perfect timing rether than en speed. Na parior, Jim You know wher must be dane. My mind was calm as I leaned back and coolly examined the bottom of the despong elevator. Closer now. Pewor off on my left boot, that et it. Hang backwerde from the other boot end raise the left one over my head. The elevator dropped, eppearing to go laster and fester, light on they off me.

It was bang, crunch — and it almost killod me. As the metal botism of the elevator hit my opisied boot if megnetized it and furned of fifthe either one. My knee bockled at the impair and learnmod egiinst this bottom of the elevator — their dropped back to hong, dazed, from the single boot.

There was na ema for this kind of solicide belower. Despite my muddled head I raised by a ther boot, it clamped light. Then there is the wast, my hind with the thermal lance outsitetiched. The timesey hat farme lance outsitetiched. The timesey hat farme lance outsitetiched. The timesey hat light lance outsitetiched. The timesey hat lance outsitetiched. The steel lance lance lance lance but an incompanie. The but lance but l

MINI VAS A CREACO METAL and I pulled aside just as the circle of metal feoring dropped free and fall. Now! I let go of it is the threthel lende, ignaming the bash it gave men in the froe as it swung from it is safety line about my wirst. Reaching up and sezing the metal edge of the hole in my gloves. Switching off my boots at the same instant.

For so andless moment I dengled in the eleft. Then, with a single epasmodic contraction of my muscles, I hauled myself up and one the elevator.

Just as it hif the bottem et the shelt.

If just sat theirs for a few memonits etterthet. Breathing deepty — and anjoying the fact that I was sit brighting. Looking down at the buffers and the floor of the after flust below the opening in the fleer. I would have been squished size a bearts in enerties secend. Thet do'n't bear thinking about

"On your feet, Jemes!" flordered. "Ne rusty collection et silicon chips la going te out-think you. Actif Nawl White the thing is still affilis guald. You are but moments away from victory?"

Lacted Pressing the button that sent the elevator back up the sheft. Would it work? It do. The compouter was net in command fer the moment, if tore open the door of the control penel and counted the floors as we rose. Justia few more... there!

A blast from the thermal lence tused the controls and the selevator shouldered to a stop. Even as it did that I was pushing epen the herch in the roof and climbing out. The door to the computer room was just before me!

f did not waate time with delicacies. It simply burned att the door hangers and sicked the thing down. And divid behind it into the room, the lence et all flanny, ready for solvibing

It was solicimus. The room-sized computer just chuckled or irself. Some memory discs whitred, lights flashed on and aft in in tereshing parterns. If appeared to be completely unewers of my pressione, farreightenad up and turned off the flame.

and equitation to the curren of its brain if had ne recognize harm. Perhaps I was all warm I walked forward deutously—than stopped when I sow the email matal bax of curcuity in the center of the floor. A single red light glowed en if it top. A large cable emerged frem its side end squirmed across the floor to venish inta the computer. I leaned I environment of the control of the

cable. The red light work out 18 frad the bex and bounced it in my hand "if thought is might be comething like this," if said about "End of the insana computer" if walked to the constrol console and pushed down on the access key.

"Yes?" the colon, mechanical voice of the Mark 2500 said.

"You have sealed all ef the anlocks?"
"Yes, if was issued overriding instrucfloors."

"Ceese this operation at once And cancel any other abnormal instructions. Understand?"

"This operation is already completed.
Nermal operation resumed.

"Vary good" I climbed out of my specesuit "Send out en ennouncement for all persone eboard the satellite talessamble in the recircon new."

I flook the little metel box, but left all of my equipment, axcapt for my platot, then storted towards the hall with the announcement booming in my ears from evary courspeaker; passed. The technician, Carone, was wearing outside the hall when I came up, his eyeptorwal lifed inquisitively.

"Are they inside?" I asked 'He nodded.
"Good," I said, handing him my perfol. "As'
for all know this sith enly weapon aboard
tha satellite. Stop by the door and cover me
I may mod help. Da you know how to use
this thing?"

"You best you can count on me."
"Good," I said, entering the hall, my
lienk pratected. I faced the meumuring
crowd that wale jammed in there and resed
my hends for sience. "It's all over," I told
them, "The denger is at an end,"

"You've disconnected the insene cemputer?" Trine eaked - avvestruck?

"Ne," I responded aweeth, "I just disconnected this "I held up the metal box for them all to see "Cemputers cert" occase they are not same to begin with They de nat furnan. But they can be programmed te appear insane — which is what happened heral With the."

Hear was auniversal passessed than all,
"Programmed? Someone crused alf
this But whe,?"

"Why not you?" I asked sweetly "Your boss died in the crash of the churtle, Perhaps

you coused the crash in order to ger his jeb, I looked at your personal record. You're very

embitious ."
"I'm also mechanically liliterater" she

snepped back. "Didn't you see that in my recorde! I'm en administrator, not en electrician. I couldn't possibly have designed or built that thing."

"True, true," if muritered, then spun on my heal and hald the control box in front eff Commander Starka lace. "But the commander here is ne effectionic durency. He bass also died in the cresh. You did it, Stark, to get his jab!"

"Are you out of your teeny-timy?" Stark sheared. "If you had looked et my file you would have seen thef! younteered for early retirement. I should have been home by now The last thing! want is a bettar position. Just want out."

"Than we have the killed!" if shoured, porning te the dewiner Dr. Patz. "The assistant sciences officer, so tealous of his supperor that he killed him. Then rised at palm me off with a dumb story about how e computer could go mad. He, a scientra, should have knewn batter than to try and sell me than bill alf goods. But he lower that someone had progremmed the computer to appear to be mad. Himself!"

"Yeu accuse me!" Putz screamed, "f know nothing about machines or computers! I em a geologie!! Sant here as an amergandy replacement. All I knew is how to hit rocks with lirtle hammers."

"Then," I said, jaw dropping more their linte, "rif nore of you did it — who did? Whe had the technical knowledge for fills job? Whe knew the plans of the other resquers, knew their every move so that he could thwart frem...?"

flurned about as fisaid this — and looked into the muzzle of my own gun.

"That's right, you fool?" Cerona sneared, the light of madness now vasible in those pigitis a eyes. "I did iff Ms, that one they laughed at, gave arders tell Well they aren't laughing or giving orders any mores, is howed tham,..."
"Give me that gun," if said, atepping for-

wardaasthe others quilded back "Take it!" ha screamed. And pulled the

igae ii iig acieamed wad finlied ius

HIM JOKES between the pulling the trigger over end over again when nothing happened. My faif desight him herd on the jaw end ha slumped to the deck, unconscious if bent and picked up the gun — and ambed.

"Unloaded"," Took the gaping audience "I wee Rive I ham the vary beginning that someone had programmed the computer to de all this dirty work. And whoever did that programming had to attill be abound the statellist. Therefore, among you were all under suspicion, I could take no one into my confidence, there is the accusationer — and the unloaded gain. Cornor seemed the about himself "Unloaded gain. Cornor seemed the about himself" but it just worked him to prive ex-

A raggad cheer begen, rersing quickly in volume. I smiled and bowed ecceptance. Accepting servell the impassioned losses of the raysishing redhead. Trinin. All this and two million credit aloo!

Science Action

by John Boardman, Ph.D.

Personnial Corn?

Minze, called by America's first European settlers' Infland com, "I and now Smilly "Com," if America's begiest grain crop. It is extra mely allicent it convening obstranting into lood, as the Indiana knew long belora the European landed. They had developed so many different domestic varieties that it was only receively that the valid ancestor was delinately identified, the Maklean grain Zeo difformembra.

There is, however, one may rullilerence between Zee and domestic orn. Zee is a perannal, and yield a crop a year Com is an amush, after the stalk has produced its see in this latt, it dies. Com has is be planted steek every spring. Noverlages faltmars cannot even save any common treed, saved selection to read a see a service of the seed of the common the seed of t

There is a possibility, however, that a preensal one can be developed. This, if leastible, would work a profound change upon American significant, which now plants 70 million scres in corn each year, fat a state cap a 1 nearly 7 billion business. If a state cap a 1 nearly 7 billion business if a state cap and the state cap and the state cap produce a plant that is a perennal like 2 certainty of the state of the state

Simos Zee as plant of the tropics, there is a supposen that if or a com-zee hybrid might not adapt so well to the key writer's of the upper Midwast III so, then the hybrid might be more useful in the tropics, terge sizes of which have not yet been brought under cultivation to inflicionality. But Zee seems to do well in this cald. Mexican unlands.

Canadening the world'in need for both lood and fuel, plant geneticata have been handed in real challenge. New Sciences, \$ January 1981.

Solar System Maps

Wie have recently discovered that it is possible to acquire rather structive maps of the moon and planes from the US Geological Survey. You can requals it catalog of lunar and planes are maps from them less each dress below, we provide a brief description of a few maps, their order numbers, and the price here. Orders must be accompanied by check or money order payable ts US Geolsgiost Survey in US funds: a sureharge sit sureharge sit added for orders ourside the US. Canada, and Mexico.

I-1063 Geologic Map of Mare: A very attractive four-color map of Mars divided into geological provinces. Scale 1.25 millisin, 35° x 45° \$1.50.

I-703 Geologic Map of the Neer Side of the Moon: Alto Ioun-color, Scale 1.5: million, accompanied by 7-page last \$1,50 (19324 Attimatric and Shaded Raillef Map of Vanear. A nemarkable four-old map, this radia alirmetry composite map was recently put together from Process-Versus radia backscatter measurements. It's the first close look at the Vendrael surface St.

I-961 Topogrephic Map of Mare: Drabbor than I-1063 above, this shows topography and albeds markinga rather than geologic provinces, 36" × 42" \$1.50

I-903 Retirence Mosaic of Merchry: Composite photography of the third of Morcury's surface photographed is date. Scale I-10 million, 23" x 26", 31 25.

I-1171 Marcury: Rafiel and Albado Mark-Inga Visible on Mariner 10 Images: A map of the part of the Marcurian surface which we have observed, with the version craters and terrain features named and libelied \$2

(1-1238, 1-1240, 1-1241, 1-1242 Prailminary Pictorial Map of Califlato, Prailminary Pictorial Map of Califlato, Prailminary Pictorial Map of Io, Prailminary Pictorial Map of Europa, Pictorial Prailminary Map of Ganymada: These are maps of the lated areas of the Jovása moons which were photographed by Woyages 1-5 and 2. The differences among the four are quite ramachable. The few named features are fubblish. Scale is 1-25 million. 81,75 each. (Black and white.)

East of the Mississippi, white:
US Geological Survey
Brench of Distribution/Eastern Region
1200 South Eads St.
Arlington, VA, 22202

Weat of the Mississippi, venta US Geological Shrivey Branch of Distribution/Central Region 8's 25286, Fettoral Center

Note: \$PI does not carry plans tary maps: Planse do not write us with any requests.

Denver, CO, 80225

Grea Costikven

The Great Explosion?

Als a setronomers are convinced that the greatest explicave even first can so compresently as supernova. As the land stage in the life of all along star, in a few days that star can be completely in pod apart and it amatter and stage of the star of the completely in pod apart and it amatter and stary of the star of t

It would be difficult to imegine a greater axis sion than this, except for the "Big Bang" from which the universe dispersited some IS to 20 billion years ago. However, there is some indirect evidence indicating that an very rars occasions an explication can take place that refer she were notes energy than a experience.

This avidance began to accumulate over a broken years ago, when the American astronomer Benjamin A. Gould 1824-1895 pointed out that there is an interesting array at bright young stars in this part at 1 galaxy This group, called "Gsuid's bett," includes most of the bright stars that we see in the right sky. They are missify hot, bright, blus-whete general alers which are using up their fivel much lesser than our sun does and can therefore be expected to have shorter lifetimes.

Gould'a belt consists of a system of actax with a diameter of 4200 belty veers and is thickness at 800 leght years, whose center is should 500 leght years awy in the discretion of the southern consentants in Puppia. If he Soler System in thus avints Gould'a belt, but is not a part of it, being very much older 17th equational plane of their latened disc of stars makes an angle of shout 20° with the plans of this galaxy. The youngest states in this gragation seem to be closest to its center, the oldest stars in Gould's both are shout 90 million years slid. The belt is expanding site is set at both of Wolkems stars persecond.

Not stilly is the sun near the center of Gould's bell, but it a slas near the center of Bould's bell, but it a slas near the center of line slowly expanding nig of hydrogan gas which was discovered in 1972 by the Cendular strophysicists V.A. Hughes and D. Rintlidgas. This best is dies is an elepse whose center is shout 900 lightly years away, and whose lidigest diameter is hoout 4200 lightly years it is axpending at the rist of 6 kilomater's per second. Interstellar distances to be distributed in ■ comparable cottern.

poterm.

In the current expensions at these systems at stars get, and dust set traced between at stars get, and dust set traced between at stars get, and dust set traced by the system of the from the sun, about 85 method years ago III the expansion as the result of an encient explasion. If yould have sain great shock waves through intersiellar marter. Such shock waves would once extract this matter in some places, and the greater grantational attraction of these concents sions would get in a structure of these concents sions would get in yet more matter. Eventually now sixes would be tarmed — the stars at Gould's bett.

Nothing alse is known in our gell's y companible is Gould libert. Nowever, such notings is expanding marter are found in other galaxies. Around their miss are supernova represents, suggesting that these axplissions might have been treggared by the much greater explosion riser created the ring of expanding matter.

While astonomers are investigating this remnants of a catastrophic explosion that happened about 65 million years ago, paleontologists have been looking is trust such a catastrophs. It was about 65 million years ago that a great sind sudden change took place in the earth's flow and fauna. Entire profess Lanimals, from microscopic is rms of ocean life up is the dinsesure, were wiped s ut in, by geological erandards, a vary short time. The evidence suggests a audden lowering of earth's temperature, but far too short a period of sme to bring on an ice sge. A short spats at heavy rodistion from a naarby surronomical catastrophe could have brought this about Land plants could have survived an seeds. Insects and creatures which eat them would survive because insects our survive strything. Birds csuld foregs over large distances for such food \$5 might be available. But the chossors and placiosours at the top of the lood chein would have been doomed

Monstern in the Sity, Paolo Meffel, 1976

Facts for Fantasy

by Susan Shwartz, Ph.D.

Charlemagne's Daughters

Though Charlemagna aant has sona way from the palboe in order to taren them for indapends nt action as noys! adminiatators, he keep had diaghters close by he side. He refused to allow that nt is marry, but locinated their love silfars and illogitimist chaldren rather time lose than companitionaling. Whenever he said down to ast n any of him. Histories's of Charlemagna's court him. Histories's of Charlemagna's court three levome designing. Barts, Rotrud, and Gafa — we's characteristically propent. Only afterward does no ments in Lurgard, the queen, and he other disaptions.

While his boys were bryught up susterely, now valuable to be trained like toys, the daughter's were encouraged to dress as ste's stelly as they liked. Theredrad, anothat daughter, a described as weighing proclous anones in the feet, hands, seems at her breast, her ramples, and her breasts. Nor was this applement of a ramp mayor court ceremony, for Theodrada displayed her piveliny at sum.

The Carolington Emore, by Heinrich Fichteness, Herper Torchbooks, 1984

Romans of the New World

This was the name that the historian Francis Parkman gave to the troquois Indians. No droup of Indiana in the American Northeast affected the developing colonies of Europeans more, With Dutch and Englishmade lirearms that the troquois acquired in the 17th Cantury, an allience of trye Iroquois. tribes went east into the mantime pravinces of Climide and west as far as the Illinois River. They crushed many of their traditional Algoritian-speaking enomics and took under subjection even some troquois-speakers whs did not belong to their league. Since the Algankiana albed with the French in Canada. the Iroquois allied with the English. They Isught an both ades during the War st Independence.

How did they accomplish as much, and why were these lenguages with and your a profound effect on this country. Originally, they may have come from Charokee country in Georgias and the Carolinas, or down from the north. In acruality, however, they developed just where the lifat cs lowests met them — primarily in upstakes New Yea.

The Inducis stressed community in them own valleges stood langhouses which could be 25 lear wide and 50 to 100 feet lang. These frameworks of applings, covered with sheets of bark, were subdivioud into partiants that were occupied by its self-related families. Rinning down the center of such families from glown the center of such families are were shared irreplaces. Each of the five those fivilia very single properties.

oral, as "youngs" brothers" and semichental controlled two or mora auch villages. The village affairs were supervised by a local council. Above this council was a thola council which that in this largest villages. These these were banded together in the "Great Lesgue of Pasco," she confidency which was governed by a council at fairly which was governed by a council at fairly the semitime to the council of the council of the that were the constraints of the council of the council but whis could recall representatives they considered visualities.

In central position and keepers of the seguist fire, as their namermplied, were the Driondeges. This Cour principal tribear in the Leepus were the Courging, in Donedas, the Screeds, and the Mohawke At the beginnings if the 18th Century, frequest atmotyretended from souths in Onstory to Tempessee

It is said that their League, with their siccut deachering had an effect in the American Articles of Confederation and the subsequant Constitution. It is carried the froques had a pix faund respect for General — lear President — Wishington, of whom they desect the might hat their gode established one particular paradise just for Washington alone.

Legar of the Iroquals, Francis Parkmen; "The Iroquals Contrateracy," New World Archaeology, James A. Yuck, W. H. Francisco and Co., 1974

Fire Worship

Before the encient Iránians considered fine a symbol sif the supremogod, it was worstapped is not own sale. This fine-out was probably sins in which all Indo-European people parmolpated, Somolof its parricipanta.

called Mazdacts — were called a replacement, as of the workshapers. A liter only instanced of a few of the princes of Petrita was directed as the medical manual medical medical memory. In the mater, among the medical was eminant. Two fires alter survivou until this direction mann, Two fires alter survivou until this direction.

No matter how highly developed pre-Musian transer religion became, it ratemed a basic allegiance to tire, with the result that all framen rituals stress the glorification of light and how pure it la

One expression of the beliaf takes the form of the myth of Aral firsh within Brain-manism. While Aral ria represented as this sun is farm with the Aral ria represented as this sun is farm as we can auspect that the "son" precedes the lather in mythic belief, Alap, he is moral than more farms. As a personification, he brings meahmed comfort and the way is like, in addition to wisdom, fertility and a paradial reserved for those whis see virtuous. He distends the worlds against the principles is the Evil One For Atar, the unforquivable and is took dead flesh, which insults the Life Principle.

I arousse Encyclopedie of Mythology

See-Sickness

Among many African tribes the king was also the high pnest, with many rituals binding his life. For example, among the two-speaking propile of the share coasts, the

king was held to be unapproachably by his subjects. He was allowed out of his develope, to bathe or to do s riter things only at night. This side people who might speak with him were intree cliders and his personal reprosentative, the "visible long," but ween they had to sit on sixhide with their backs furned its him. He could not see his reserved to the contract of the country of the country

This prohibition is widespread. The king. of Dahomsy may not look out at the sea, not may the Guinean kmga of Loangs and Great Ardia To the northwest of Dahomey, Even prosts threaten the peopls and the king with death if they ever see it. In Sanegal, the people st Cayor believe that if their king looks upon the sea, he will the within a year. He Mey not even cross a river tibe chiefa of Maahonaland, particularly among the Runkwi and the Nyadın also suffer this stricturel. When one chief had to cross the river, he was blindfolded and carried across as his people shouted and sang. Had he merely wasked across, he would have - they said - been blinded's ridied. Certainly, he would have lost his power in Madagascar is surhe kings may not crass rivers or sail

The Golden Bough, S = J G, Frazer, MacMFlan, 1989

Sive

The Indian god Siva is the head stisn acatic religion. He is called so liquid, a Lord soft Master. While he wears the cord of the high Brahmon caste, Sivilia sits, the petron of 1 people without jatelus — vampires and demoner. He is also in charge is 4 secrice why hevs repudiated all the classes of the world. The Jans called Siva digamense, or "clothed with space." Though he is described sis naked, sometimes high wears a necknowledge of shulps.

Initial artiglies Sivel for Shival many different appetrs. Whish it anthropomorphises him, he appeare with fit is a mar. The two upper error hold a drum and a drop, the two lowal ones give and reasure. His farcheades awaratimes marked with these stepost, and a third, say less in its center. His har is a martine to the second of the second of the into the asset of a hardenes, and he could dewith a respect moon end's twident. He index on the both Market.

Sive is godly paradox. Hy distroys life time, yet as its inherful. While perposition, different is pleasured, he is worshipped as the male generative permipte. In Sive we can see the Buddhest and Hindu principle that the same time, must underly good and ent, writchedness and salvistion. Sivasim destroys illusions and attempts to leach its followers to enter life, the greet game of life and joy in than aspect. Sive is sometimes portained as His targe, lond of the denote



Film& Television

OUTLAND

Executive Producer: Stanley O'Tools Producer: Richisto A. Roth Director: Peter Hyams Sorremplay: Peter Hyams Maurics: Jerry Coldamyth

Cast

Sean Convery O'Neil
Peter Soyle Sheppard
Frances Svernhagen Lazarus
James 9 9-Aking Montane

With bloch now move writer/director Peter Hyams seems to get o fittle bit better. His brest production, Outland, seems to lif in nicoly Botrer rhan all of his other films, lacking many of his past miclakes, then new science fliction release, which seems to be basically High Noon on Jupiter, is a good, solid peece of summer lare. It is well worth o wewing, and is actually even better a second films.

Ourland takes place on lo, a volcanormoon of Jupiter. Here, the Con-Am Coprosition maintelins or ritonium mining operation. Everyone working there signo up for oneyou shifts, unless they dip on duty. The problom to that man and mono people coem to be dying asoft month.

This fact upsets the mining operation's security marshal, O'Nait [Sean Connary], who decide to lind out why the mortality rato is rising. Everyone on to merely shrugost ha quaerion of the decities, answering that "peopla get like that here. Some guys just can't take it." The chiswer is not good anough for O'Neil.

Below the ourface of Connery's choractor, we discover a complex set of mortutions. He has begun to believe that he is omong those who can't toke it. Assigned from one company operation to onother, each tour worse than one belore II, he losses has on and his wife, and seems to be loong his luture. He is a man without allies, without fronds. Connery's cubdiced, quiet performents reveals a man with has come to the ond of the time. Older and unour of himself though ho may be, he does decide to make e nond.

On the surface, Outland is a story of drug abuse, corporate greed and insensity, and typical John Waynian western-liminghleousness, Below the obvious, however, the film explores the terroits of Identity loss, mechanization, and dehumanization.

In his last five time Connor; has loft behind the Bond mage for good; everaling en ever increesing range as a dramatic scror. Here he plays a charactor who is for mora unlicroblot than any other in his post experionce. O'Neil's triumph at the firm's end is made more diamatic simply because we know he isn't invincible. He is human; he bleeds, makes mistaken, is reckleso, geis tired, is in senotitive for firmes), and con't even play a very good game of requelt ball

He is, at the same time, courageous, loyal, honest and agrong. He is strong in a physical sense, of course, but what gamors him the audience's respect is his strength of character. He could easity do his job, serve out his year, and get a bettar tour of duty aomewhare elsa merely by kooping his mouth that and nor making waved. But he is Willing to buck the corrupt otatuo quo, and he lights for what he thinks is right. Ho morolity is autmoded. The company does not wont him to stop the drug flow into lo. The workers who ora dving from the drugo don't want their llow interrupted. Still, O'Nail acts because he knows what is heppéning is wrong. Ha is a haro because he goes up against overwhelming odds, knowing that hais probably going to lose. He must makerhaottempt, though, because he knows no other way to act and because, by that point, the only thing he hoo left is his honor; harefuses to let his integrity slida away from him the way the rest of his tife has.



Beoldea the intricate workings of O'Neit's character, howaver, the film has plenty to offer those who aren't primarily concerned with the people in their science liction films. Quitand contoins o wealth of impressive special effects. Jupiter io porfect. Looming in the background, it is exactly represented down to its newly dispovered ring. Io, however, to the film's true mostorpieco. The Can-Am 27 mining operatron to one of the most exactingly detail-neclact miniofures aver built for on American film-More impressive than the exterior of the mining oporotion, fhough, are the extensive sets which make up its insides. As Hvamoonviouned it, rhare ore no ray guns, lucite domeo. conveyor belts or porma-pressed jump suits In avidence, Living space is of o promium, forcing the workers to hord into argali functional units, which ofter a while begin to take on on olmost peniten hally atmosphore

Hyams exploined: "The mining colony is electron, not a subject. A frontier is a hard, grifly, unpleasant place to be, and the people building it orc always looking over thou shoulders rother than abeed. Trying ro stay alive and purring up with helt while making some quick, bug money to the kind of comercial venture Con-Ama?'s Istroylvad in."

Hyamo vision is complete. The workers' areas ore tight and unfrilled. That quarters,

dominoted by the bunk crea, are nothing more than layers of matellire, horizontal cages, and row yield atop the other, assembling pet crore enimal cubicles. The design colled for the back to be made at the trail form so they could be hosed down it is like living in an afteralt carrier-sized submarine, on which never surfaces to see the sun.

The loyout of the mining operation is designed functionally and logically. The worker's private quartors have no extrao, no luxurloo. Only the general manager Perest Boylaj has spoce to breath. Even though the mershall has some extra room in his quorters, if fathe ceneral manager who fat he kind.

It is just this type of difference which is played upon throughout the film. The moneger has caoual clothing, a farge, comfortfilled office, money, whoreo and power. The marshal has a uniform, small quarters, low pay, o run-awoy wife, and middle ago in-Securities. Everything on the surface of these two chorocters pointo to the general manager oa being the better oll of the two. which is why one hoo to look beneath that surface to exomino their inner qualities to find the cowardice of corruption on the one hand and the strength of integrity on the other In an age of the onti-hero, it is delightful to sea o lilm hero torn with indecision and yet willing to take o moral stand and light for What is night.

Deopto the introspective ratural of the sub-piots, *Outland* one at allow-moving life by any means. The action is constant; the thrifts and surprises oral many. Despira is science fliction setting. *Outland*, tike *Allen*, is railly a monotream film. *Allen* was a horor life. *Outland* a western. This is not a comploint, however.

Like science liction historium, science fictor films hove a tendency to rely on the typical simplistic hardware and convontions of the genro, other film mold real chorocteto with convincing motiversions. This depth of chorocte has always been lair for the mandream film makero. Now thet science films or and lantacy are becoming more and more a part of the more streem, however, the audiences or otherwise the science films and intelligence from the himmakers.

Ourland to a good movie, and not just to coence fiction fano its ouccado will undoubtedly inspire a few truck, low-grade imitations. Hopefully, if will mapire o few more sofid, intoresting and entertaining littles well.

Cristopher John.

ESCAPE FROM NEW YORK

Producer Farry France & Debia Hill Director: John Carpenter Screenpiley: John Carpenter & Nick Ceale

Munic: John Carpenter linessociation with Alan Howarth

Cast

Kurt Russell Snaka Phaskes Ine Van Clock 3ob Hank Einest Strigtme Cabbis Opriald Pleasance . President of the US Issac Hayes The Culter of New York Season Hubber Chock Full D Nuts Girl Herry Dean Stenton "Biann" Adrenne Sarbeau Magne After the success of the small-budget horror film, *Halloween*, everyone keenly awaited to see what director John Carpenter would do next. When the movie, *The Fog* came out, cries were raised that Carpenter's career was over; those of little faith announced that he was a one-trick director who had already shot his bolt. These people had obviously forgotten his earlier works, such as *Assault on Precinct 13*, and *Elvis*. They must have also been extremely surprised when his newest film *Escape from New York* was released.

Escape takes place in 1997, a time when the island of Manhattan has been turned into a penal colony. Escape from this maximum security prison is impossible; the tunnels have been sealed and the bridges mined and walled. The Statue of Liberty has become a guard tower from which infra-red goggled officers can blast escaping prisoners on sight. Radar and rocket-firing helicopters track the island constantly, forcing the three million criminals inside to prey on each other for survival.

Into the decaying remains of New York is sent Snake Plissken; his mission is to rescue the President of the United States after Air Force One is sabotaged and purposely crashed in the center of the island. The President is carrying a tape cassette crucial to the survival of world peace (there has already been at least one more World War). The catch is that the tape must be presented to the Russians and Chinese at a summit conference within 24 hours, or the threat of another World War is almost certain. Plissken, both a war hero and a famous master criminal (everyone who comes across him in New York greets him with: "Snake Plissken. I thought you were dead.") is offered amnesty if he can go in, rescue the President, and bring both him and the tape out safely, inside of the 24-hour time limit. To insure his continued co-operation, two microscopic explosives are implanted in Snake's main arteries which will kill him instantly if they are allowed to detonate.

The film is fast-paced and logically developed. Snake invades New York by glider, landing atop the World Trade Center. From then on, his next 22 hours are a hell of sewers, fights, and back-alley chases. Surrounded by rats, cannibals, and three million hardened criminals, he struggles to save the President and win his freedom.

Escape is Carpenter's best work to date, much more entertaining than *The Fog*. He has taken the old "one-man-might-succeed-where-an-army-couldn't" storyline and has



decorated it with a fine cast and an extremely well thought out collection of sets and locations. (Most of the film was not shot in New York, but no one would ever be able to tell.) He has produced one of the best straight out action/adventure films of the summer.

Carpenter's vision of New York is a bleak, fire-lit one, the entire film taking place either at night, or inside poorly illuminated buildings. Very few sets were actually constructed for the film, although those which were are incredibly believable and elaborate. The central control center for the United States Police Force is more than the usual display of flashing lights and computers. Working video monitors offering three-dimensional readouts adorn the headquarters, and other recognizable bits of hard and software blend together to give the center a solid, functional look. By not setting the story too far in the future, Carpenter's presentation of things to come feels more believable simply through the high recognition values of known sights in the city. Coupled with the sets which make up the massive wall supposedly surrounding New York, Carpenter Julls one's disbelief in a rather outrageous plot situation.

Escape is not a special effects picture, however. Its main concern is with the people involved. Relying on a number of performers he has used before, Carpenter creates a realistic interplay among his characters. As usual, his bit players are a trifle too wooden, but they are on and off the screen quickly, doing little damage to the flow of the picture. For instance, in the opening sequences, there are a number of dully delivered lines from some of the secondary actors. Such moments are forgotten, however, when Kurt Russell and Lee Van Cleef exchange their pointed witticisms and ripostes. Carpenter has a talent for showcasing his stars which shines throughout Escape.

Another talent Carpenter has in abundance is his ability to inject humor into a dark situation without breaking the pace of his film. It worked well in *Halloween*; it works even better in *Escape*. The continuing "I thought you were dead" routines and the character of Cabbie (Ernest Borgnine) show Carpenter's ease with, and yet tight control over, humorous elements. Both of these running bits are used carefully through the picture and offer a necessary change of pace, as any good bit of continuing humor should do in a serious drama.

Of course, like any picture of this kind, Escape from New York is not a classic. It is solid summer entertainment of unusually high caliber. By not pretending to be more than it is, but by also not settling for any less than it could be, Escape becomes an exciting, fast-moving drama, the likes of which we haven't seen in years. Using a new, imaginative setting for what seemed to be a tired plot line, Carpenter has presented us with one of the better films of the summer.

Christopher John

DRAGONSLAYER

Producer: Hal Barwood
Director: Matthew Robbins

Screenplay: Hal Barwood & Matthew Robbins

Music: Alex North

Special Effects Supervisor (British): Brian Johnson

Cast

Peter MacNicol
Caitlin Clarke
Ralph Richardson
John Hallam Tyrian
Albert Salmi
Peter Eyre Casiodorus Rex

After the death knell rang following the release of the simply dismal Clash of the Titans, few people expected much from the upcoming Paramount Pictures/Walt Disney production of Dragonslayer. Most moviegoers felt Clash would prove that stop-frame animation would look spectacular on the big screen and using the newer color film stocks. If anyone could pull off such a feat, they assumed, it would be master stop-frame technician Ray Harryhausen. Unfortunately, he couldn't, and Clash went down the drain. Thus, the feeling arose that Dragonslayer's dragon would prove to be a fairly mawkish creature.

Luckily, such is not the case. There is no doubt that *Dragonslayer* is destined to be a genre classic; it may be the best giant monster movie made by an American company. (With *Raiders of the Lost Ark* and *Dragonslayer* proving so popular, Paramount Pictures should be feeling quite comfortable by the end of the year.)

The film starts at Castle Cragganmore, the home of the world's last enchanter, Ulrich. A delegation of peasants has come to beg his aid in ridding their land of a dragon which has settled in their midst.

The dragon's rage is mollified twice yearly by an offering of young virgins. The victims are chosen by lottery and left chained in a prescribed ritual for the dragon to devour. Those who live in the kingdom are tired of sacrficing their daughters. The problem is that there is no sure way of eradicating the monster. Warriors tried in the past, losing their lives and provoking the beast to massive retaliations.

Some villagers feel that Ulrich can stop the dragon and are willing to take the chance. The king, however, does not care to rouse the beast. While the delegation is with Ulrich, the king's man, Tyrian, appears and slays the ancient wizard. The enchanter's apprentice, Galen, offers to slay the dragon in his master's stead, and leaves with the villagers; during their trek Tyrian slays the boy's servant as a last warning to stay away.

Galen refuses to listen. Armed with Ulrich's most powerful amulet, he attacks the monster's lair, burying it beneath an entire mountain. He is celebrated as a hero, but it turns out he has not slain the dragon. It bursts from its lair and wreaks havoc across the countryside, forcing Galen to face it again, and yet one last time.

There is much more to the story than this, but it would be unfair to reveal it. Barwood and Robbins have taken a simple story line, and added a number of inventive, interesting twists and surprises which would be ruined if mentioned here. There is a lady for Galen, a secret to Ulrich's death, and many surprises, but the most important thing in the film is Vermithrax Pejorative, the dragon.

Vermithrax, a 40-foot, two-ton giant with a 90-foot wingspan, was responsible by itself for a quarter of the film's 16 million dollar budget. Britain's Brian Johnson,

[continued on page 29]

Media

Curse of the Coaxiel Cable Creature

The word television no longer implies may be more commercial page at a fid official or purse commercial page. But office decided or commercial page of the decided or commercial page of the programmer of the medium, bringing it does to the limits such a tool wight have companify inspired But their diversification brings with it is slightly Drivellian office of the bright at the commercial page of the programmer of the progr

The lad of frome-subscription movie channels — perhaps the largest point of contention in the recent Writer's Guild office agency film studies — offers I immaking, ear and, both life and death. Before an exploration of this paradox, though, a binal eside on the netwer of of and adulations.

One fector in the record deterioration of the movie-going experience (that io, seeing a film in a theatral is the brace of viewing habits ingrained by watching television that many audiences bring into the rheatre, in elfect, ploying one game by the rules of another. The moomprehenability of many custees films to many current audienous is, in many cases, due not to the denoity of a film. but to the Cyclopean TV eyeball audiences insist on rereining as an esthetic filter once inside the theatre. Commarcial TV asks little atrantion in return for its endiessly recycled metodramas and ollohed comedies, becauge salling products is its pentral interest. The result, se Pauline Keel pointed out, is that TV babes have an attention again the langth of an average commercial, and since all those 60-second mossogeo are identicel fand equally agriculable) it never occurs to a TV viewer that one given minute may be more important than enother one. While the sponge method works psechy for something as non-damending se TV, the audience heluddlement that greats any film more carebrelly complex than Charrson Cheer-Anders proves that It is not the road to fulfillment inside a theatre. Moves are not merely "big TV," and therein lies the loophole than makes cable movie services something less thon wonderful.

A prime selling point for deble-mouse vandors in the perative word prucu. Despire confrectual clauses guaranteeing for describers adding rights for commercial 1 V on thor own films, the resulte are nonethelase horrifying. Networks may legally chop out anteresections of a film, reservings this erenishing bett foot in aftered delicipes and self the excelling framewords mass with up to 25 see the perate in cooking framewords mass with up to 25 see the perate in cooking framewords from the perate for the perituing the perituing of the perituing of

Undul provied to be a hasky peece of setting artillery to those for whom the solution to aubstandard movies on TV wee linding a wey to make viewors pay odmission without leaving files flouries. Why trudge out in the steat to see a move when you could see It — movel. — It home?

Cebia eyasems have tainly concollatorword schamleges. They may leadily serve invalide and children. With rape, they make o groth riforence tool for moves buffs and columniate below. In a crunch, they are obviously beter than nothing. Many home box-offices scoop up fearures visited authenoi either truncated runes, or no runs set all. being demped by thori distributors onto overseas markets as a tax loss law with Thirs and The Ultimore Warrior, respectively. In this sense, cabbe may serve the genera completest, but In another, they restrict their own comprehensivity willingly. That one ins moment.

The drawbocks to subscription channais have mostly to do with their poor physical representation of what mucht have priginally been a 70mm, 8-track, Dolbyszed extraveganza (like Ahari). The TV receivers to which such systems muot conform offer shrunken, distorted images (due to the cize and scanning limitations of a cathode-ray tubel, rotten agund (ebout which manufecturoro keep making lavieh promises and have, to date, done nothing practical), and the restrictions of TV ospect-ratio, which causes the alongated rectangle of a movie fisme to be cropped into a square. With this fast, the 70mm, Cinemascope and Panavision formets ouffer even more, and in the case of "big-screen" video-beam and other picture-enlarging gimmicks, the problem is the same That distorted, tiny picture is blown up to bathrub eize, and anly the viewer'o headache really gers bigger. It looks o key across the distance of a smoky cockiail lounge, with a scotch or two to smooth ewey the fuzzy scanning fines.

One prejudice pay/cable end commercel TV heve in common regerding movies as a fickleness for current films, a requisite that undercute irou completeness in programming for the former. Frequently, pay/cable is to eager to snarch up arew films in flower of recent films, which languish uniscen after their premiers theatrois irous.

Moot new films now have cable degle written into their contracts before they ever appear in a theatry. Bine made exclusively for cable are with as diready. These moves are ellips of to consider alloas, of course — that the stream of the considerations of course — that the stream of the consideration of course or and ongered species and due to such machine or another amonying byproduct of what his electronic corporations who crest, out all jine starry, new vidoo hardware call progress.

Unless you own a private screening room, you must go OUT to got real movies. While the distractions of the home environment may not distract from Back Rogers, they just might from Apocalyses Now, out or uncut. Movies on TV and movies in theatres might seerly this Sama to the people pushing cable-TV, subscription convicted and "Z" channels, but the only people to whom they really size the same thing site the indemnminate.



Books Star Drifter, Delo Aycock,

Lesure Books, 31 96
Vamplies of Nightworld, David Bischoll
Oal Ray Books, 32 25
Spass Doctor, Jae Correy
Oal Ray Books, 52 50
War Gsmes, Korl Minisen
Ployboy Press, S2:59
Homeworld, Wheeltworld, Starworld
(To the Stars), Henry Herriscon
Bentem Books, 32 25 seich
Schrödingar's Call II; The Trick Top Het,
Robert Antipo Wilson, Pocks Books, 52:50

Among the Ares lendback questions is one askring rooders to indicate which single category of science fiction and which single category of fantasy they prefer. Thirry-odd percent usually choose space opera for SF and sword and sorcery for fentasy Eleven percent chapse "hard SF" and four percent choose "new ways." Feedback same proposals mirror this response; hard SF proposals (The Human-Kamir Wers, Dregon's Egg. etc.) continually get lower rotings than trash. SF proposals (Night of the Androids, Rescue from the Hive, etc.). The preferences of "advanture" and simulation gamers seem to run. counter to the trends evident in science liction dince Campbell took the helm at Astounding in the thirties and began to turn SF from a pulli genre to a form of literature. At the same time, gaming is bringing thousands of new readers into the scionce botton fold. the renaissance of fantasy in SF publishing is largely sitriburable to the popularity of roleplaying games. The trend toward tresh is reinforced by the movies, which prefer to do space opere (Star Ways and clones) then senous SF (of which there has been a dearth Sinch 20011

Simultaneously, book publishers are beginning to speak of SF as the male equivalent of gorbic romance (this despite the fact that Star Trek, fantesy, and feminist SF have brought increasing numbers of women into science fiction in the same way that rble-ploying games have brought increasing numbers into paming). There is talk of "formularizatio" the genre in the way that romances have been formularized. User Books, indeed, took precisely this approach and farled, but it may sympty have been before ito timo. There is a reat and increasing danger that science flotion, which was the only pulp genre to escape from its limitations. to the etatue of aterature, will undergo a reverse evolution and become, egain, nothing more than another form of income canегзила авграде.

After readers owe II to themselves — and to the interruite for which help thus some feeling — 40 reconsider thair preferances. Devotrees of D8D may feel that, in the obstrect, sword and soroney most describes the fund of Britady shelp anyou reading, but is I conson and Edgar Rice Burrought who come to mind or great virtues of forustry, Ornstacon. Worlde, Le Guin, and Star Ware in the Island of Science feeling the Island or Start Ware in the Island of Science feel on the Island of S

would liks to see, but is E.E. Doc Smith their mentor — is Asimov, Heinlain, Niven, Ellison, or Wilson? In the future, dis broy want ts see Thongor of the Toren Planet or The Sword of the Tortura? Imperium or Attack of the Mutans?

This being said, we will proceed to review some space's pers, which, after all, is enjoyable if not the be-sil and end-alf.

All a fithis is by wery of introduction to ... ng, fid better nor pur it that way. All of this is nor by way sif introduction to, because Star Drifter by Dale Avcock is quite an enroyable httle - dare f say it? - spece opera, yes, quits enjoyable, and fidon't with to imply that it is caught in the pra-Campbell ara ar that it is enough to turn one's stomach. Quite the Cantrary. It is worth reading even if your forte is hard SF, though perhaps new wavers will find it a statife recupitulation of overdana themes. The peculainty is that it is published by Lessure Books, sine's fithe smaller publishera in comparison is the giant conglumerstes. Avoock it sn sppealing writer who deserves better distribution than Lesture may be ablat a provide

The novel deals with the awner of a amail intersible trisding company, firstateed with benkruptcy as a result of pressure from the faderation — a seri of combination Ms Ball, Teamsters and Lloyds of tundon which want the portagonist to aging up with them. Hs makes the mestake of falling in love with the her to a planet, uncovering an interorative conspiracy designed to empose invanorative conspiracy designed to empose invanration of the planet which is typical apace opera, but Aycock's ability to fisst out characters despite slam-bally acrons and if a turn a pratry phress if even Star Divities from full many pratry phress if even Star Divities from reading.

Karl Hansen's War Games is hardly classical apsor opera, indeed, its saxual themes are such that if could not have been published in the thirties. Nonetheless, it contains enough rapid sction and meaningless violence re safisfy siven the most frustrated Lansman sticlonedo. The protagonial is s scion sif the rich in a cathetically decadent Terran empire frestricted to the solar systemf as decadent, in fact, that one suspects Hansen is saying "if you think modern America is decadant you ain't seen nathing." There's enquot sadomasochism in the novel rs choke Catherine the Great's hs rsa I though I've read worsel. Its saving gis on is Hansen's imaginstion, which is remarkable. Hansen has given a great deal of thought to the potentials of biological angineering; the results are a series of bizarre and believable slien races bioengineered from human genes. and capable of living, for example, in Titan's hydrocarbon almosphera. Hensen seems well versed in biblogy and chemistry, though his physics leaves a britis he desired

Detre, the protingment, kills his parents to avoid their sedestic genes and, with the old of a gen with temporal powers, becomes an interplaneative that. Eventually he is caught and senianced its imprisonment, insead, he chooses to join the impries equivalent is the Green Bersts, fighting a no-win was an I tilam. The nature is vital to no-win was an I tilam. The nature is vital to see the proting of the prot

falls an Than and the Tarrans begin is lose, seechas for enplacement, fin the process his sloughters thousands, becomes adopted, goes cold furky, meet his level was and awtother acts; in the ongoing war. The climax is satisfying, but there's a clear but for is aquel Than reval was originally printed as a sense of short stores, mostly in Analeg, 30 ons presumes that Hansen sees the story as an original solid.

War Garney is involving and exocarive; Hansan's descriptions of the Trianans sociery size between the and even fyrical. If, in the final snafysis, War Garney does not not subcessive the status of — that phrase spain space opers, the reasons of the his otherscess and robo's, there's vary little womith, and the pristipones is so blood writes soble in 5 hard to have much feeling for him. findidatily, War Garnes has nothing to do with waygenes?

As long as we's relating at space opinite, we should deviating for consider Harm opinite, we should deviating for consider Harm opinite for the Stare, published in three volumes as Harmanopfa, Wheekender, and Starmond, since Harmson is both the means a statist at 1the garne and a practitioner thereof 75 the Stare can safely be described as "solicion SF", though the more pays rative term "space opsre" should probably be savided, since the action is not a relamines as space opens requires and since Harmson is as spaced opens.

Ts the Stars is written in the sparse. neutral style that is often accepted in science fiction as good writing - the sort of style which Asimov, i⊓ his later fiction, used so well. The atory deals with a class-atistified, total(tarian future in which the elite of Earth have enserted not only that plenet's masses but the rest of the settled planets' as well The protagonist of the three novels is Jan. Kulozik, an upper-class engineer who evenrually rejects his heritage and becomes one af the leaders of the revolution. The three novals dyude logically fints three stories, the first is "the man who Iserned better," in which the prairagonist becomes aware of the tyranny sif his agulety. The second is "man against nature," in which Kulozik overcames the obstacles at the alien world to which hais barrished for his rebellion. The tast is "tha revolution," in which Kulozik, the Israelis and friends overthrow the appression and bring freedom to the stars. All three themes are camman aries, all are competently handled

Harrison ia best known in this genre for his sating edventure stones - fast action written with an element sit wit. Bill. the Galactic Hero and the Stainless Steel Rat 5 tories come to mind, it seems clear that Harnson is trying to do samething a little different — to write serious fin the sense of non-humorous) science liction with samething to say Unfortunarely, To the Sters is nothing more then competent adventure fiction. Harrison's cherecters are wooden, his prose cantaina little Irfe, and whan he engages in palitical commentary he generally stoops to the absurd. The worst oftense in this negerd to his discussion of reclam in America, e subrect abour which Harnson knows a good deal less than he thinks he knows f Nanathaless, Harrison is incligable of writing 5 bad flovel, and 75 the Stars is 5 faithy enjoyable way ta kill some time.

Lee Comey fake G. Harry Stiffs (writes in snarher subset of the genre for which I have little regard superaciance. Supersciance is, in essence, hard science fiction risken to extremes fiction in which the ideas and the machinery are all, and in which characterizabon and story-ralling afran fall by the wayside. Like spece opera, superscience can s flen make envoyable reading fwitness Dragon's Egg) but is not a literature to be taken seriously. Lee Correy is a good enough writer as wall as good abough technologial to overcama the shortcomings of the genra. however; his most superscisince of flavela. Sisr Driver febour a working Dean Drive) is still emovable as a govel.

Space Doctor is, in essence, another "man against refure" novel — thoughtrithis case, nature is vacuum, radiation, and the sither historia to be found in geosynchronous situation.

The hero of Space Doctor, Dr. Tom Noals, is the on-site medic during construcrion of the first Soler Power setellite. He's faced with a unique task, for the first time, handredas fimen and women are working far. lengthy periods of time in space, and he must, practically ample-handed, develop the held of apace madicina to prevent accident and death. His prablems range from the triviat - how do you use a boute-fad mirevenous saline solution when there's no gravity to feed the as lution into the wain? — to the stuff of legend - how do you save a busted. ship whose crew members are slowly dying of asphyxiation? Simultaneously, ha must deal with the nuts in the federal bureaucracy who want to class down the entire operation because of a millor mechanical problem. iff the space suits - and his own personal problems.

Space Doctor drage a bit, and the love interest uses one of the oldest tricks should, but an the whole it is an interesting novel, well worth rending — especially for those interested in near-future exploitation of space.

David Bischoff's Vamoires of Nightworld is a sequal to his previous hovel, Nightworld. There is a port at subgenie of novels which are fantsay-but-really-SF, if you follow. Though none that fiknow of reverses the trick, Nightworld is such a world. In the previous volume, we learned that the fantastic creatures crawling Nightworld's night were actually cyborgs created by a madman. calling himself "Satan," whom our hers with some aidf put an and to Vampires deals with the effermeth, and of Satari's undarlings, a vampirs, decides fa subjugate Nightworld and become its new mister sif avil, naturally, our intrepid hero must stop him Improperly Nandled, this might have been a sterila recapitulation of a thema adequately handlad in the previous book. Bischaffs somewhat Victorian style and the cozy Victorianssa of his characters are quite charming. The reader comes to care about the characters frouch more than in the first bookf, and the adventures remain believable whils retaining an slement of the farrestic. His vampires ere elsa quite interesting, being a vanant of the "demon bacteria" theme. vampirism is a communicable disease, in essence, with viral colonies gradually taking over the body of the attlicted. Wirmoves of Alightwarks is a pleasant ferrusey for SFI Promissed on page 317 SPI IS PLEASED TO ANNOUNCE

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A **DragonQuest** Capsule Adventure

The Camp of Alla-Akabar

I. Introduction

The Camp of Alla-Akabar is a Dragon-Quest advinture to be played in about eight hours by one or two players with one that iscale ter each. It is designed to be presented as a single advinture, allhough it can restly be mcorporated into an existing campaign.

Before play begins, the GM should read and lamiliarize himself with the character descriptions and posable elimatione. The Camp of Alla-Akabar in bes primarily on the playert discerning like in presented to them by the GM during encountris. Further explanation statt in Chapta I IV.

II. How to Read the Maps

Two maps are provided with the advantum, on lot the bayout of the room. Both moops and one for the layout of the room. Both moops and on beyond the scale first the oval rand map is 1 hear? miles, and the scale for the earn is 1 hear? I feet. Moone if the GR wishes to place the adventure on the Provitiers of Assistance, he should not in maps to the Section of the control of the scale of the sc

III. Briefing for the Players

After many weeke of travel, the theractest arrive in a large consist from with their resources dangerously low. The characters find an lin and have dimen, After their meal, the barrender status a conversation with the character, as they are new lates in rown. Explaining their plight and need for imployment, they are told of the public notices posted in the town square.

The characters adjourn to the square, where they indeed hind notices of openings. Only one draws their mit rest:

ENTERTAINERS WANTED

Seeking skilled male and/or famale antertainers for engagement in small settlement beyond the mountains. Mind be willing to travel through rugged

termin, Primn Donnes need not apply. See Story at the Lnn of the Daring

Demand between sundown and closing. A few simple queetions around 10 wn jinform the 1 haracters that beyond thi mountain liet the desen, while 1 there are teports of maranding tribes of bindiss. Few people from thi town have any tesson to go into the desert, as they rely npon tradi minimum in them to simply will be in the control to t

At the Inn of the Daring Damsel, the characters are led to a back from, where they meet a halffling who fine dozen binnelf as Rory. He will ask them their specialities as entir trainers as well as regness a brief demontionion of them best work.

If saffsin intly impressed with this audition, Rory will stobin that he is noting is an agent for a mavelling band in the desert who is seeking some divertion after it ompleting a long and at knast inget refer the will airly entropy about the characterist abilities to bandle thousehest in light signations, at there is a chance the auditinee may become towdy and downight morth.

If the rharacters fill the bill, Rory will take their names, saying they have a good chance. He will answer any questions the inherent have about where and los whom they may be employed.

Roby Explains, in answer to any quesmors, that hi is the personal manesterant lot Allas Akabas, a kader of a title of bedomin who have spent the better part of the last year to the north. They titl near their monitain every year around this timi; the tible leave the town slone, so no on bothers the tible. Roby is in town to pick my ampphes for the east, Transportation will be provided to and from this comp, and the relagement should be no longer than a week. Not these shows, the thanceter will be paid by Alla 500 Silver Pennics, plint what we gratimites are thrown from the comp.

Later that evening, the characters are approached by a man warmy a cape whose lace is cleadowed by a large food, the neks it in may eli with thim and instodners himself as Xarak. Wondering if they are rounning taking the employment in the camp of Alla-Akaba, in informs them that — if they ore—in that an office which may be of interest to them.

He is seeking intormation concerning two women, named Ki tona and Shyula, who were taken by the tribe almost a year ago. Ht wisher to know where they may be and whar, if anything, has happened to them. He says he does not care how this information is obtained, to lone at its the tight,

He Inulier Informs thin white hele offering a bonnt. Hi will pay them 300 Gold Shilings each to get thi information, and hi will add on 200 Gold Shillings more if, in addition to getting the information, this can ilminiant Alba-Akobai end bring bank somi proof that his dead.

If the rhatacut is accept the offer, Xanik will errors that time is of the essence, and the inflormation remeval and the killing chould be accomplished as quality as possible. Xanik will stay to answer any question in the cee Chapper 11%, and him he will be the charactering good nights and good hair.

Late that meth. Row appears and to fit.

the characters they have been hired on as enticities and will meet them late in the morning by the stables with horse; and miles packed for the journey to the camp.

When they meet Rory, they will Immediately leave and a rout toward the mountain. At this cod of that day, they follow a ravine and a rave at the edge of the desert. There the halfling starts train lering this supplies to a number of earns is which his tithered this grant lower to the way into clow. This next morning, a feet making sure that everyons is closhed properly to guard against interdangers of crossing the desert (see Chapper V), the party eere on across the rank of

Altritwo days of travel, the pany enters this amp of Alin-Akabar.

IV. Briefing for the Gamesmaster

The Camp of Alla-Akabar in designed inth that it least on i hanactu i should be able to idillinily into their about the should not be allowed to left it without failure. Thus, Troubedor or Courtesian skills are needed, and iterative me of Talent Machine would room in handy An Assassinekillmight help in this attempt to kill all courts.

Rory and Xarak were triling the truth at Int no they went; in Incl. they are working together. Xarak has been worting for Alla's tribe to make their annual encampment near this town. He waited for word of Bory's atrival in rown and approached him about the postibility of an alliance. Rory was open to such an oller, as he a becoming more and mon disented with the treatment ht receiver in camp. He was leery of becoming 100 involved, at Alla has shown analities of omnison mr. Xarak i xplained how he could keep Rory sugarate from the scheme by approaching the entertainers after Rosy informed him who the most likely candidates wert. Note: If the GM Incorporates this adventure into his campaign, hi may have to go through several) haracters before finding mirable ones.

There are some things, other than his complexity, which Xanak will not discuss with the party. If questioned, hi will give a description of the two worten (see Chaptin t VI for details), but hi will not reveat that they are really his will and daughter, who were taken during a rand H will not sell the party

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that his daughter wears an involit similer to hit, as he believer the ie nor is the camp. The GM should refur to Xarak's description in this Chapti. For Infl details concerning the attribet and Xarak's appearance.

Rosy will give the physical details of the camp as he knows them, and he will speak of the people in the camp during the overland trip. Full description of the camp and he hahabitants are covered in Chapters VI and VII.

Their methings neither Xarak nor Rory can know which pot sent major obstaclis to the party in rompletus, the mission. It is up to the party in completus, the mission. It is up to the players to piece together the class obtained through encounters with NPCS. Among these facts in it in fallowing:

1. The dangler has become Alle-Akabar's

- 2. The danghier le boing kept dingged.
- Alla's bodyguaid, Garn, is a hobgothin who it much more than he appears to be.

There is also a time latter to be considcred. Xarak has told the party the deed must bedone unit kly. While he was discussing the deal with Rory, n bedouin from the camp who had come into town on his own had overheard their plontings, X3rak and Rory managed to capture him and are keeping him. nlive, trying to get information one of him, but he will not talk. They have decided to proceed with their scheme. At the end of three days, or nt the GM's direction, this captive will have managed to escape and made his way to the eamp, arriving carly on the mounting of the lourth day to reven! Rpry's Iteachery. Xatak will not mention the cantive to the party, as he beauthic would cause them to think again about his proposal and turn indawn.

Xarik ii in hit med-fortles. Ht is very mytu nom, became hi wishes to meinial in low profile for leas of reperenssions from his revengt. Ht is not trained as a fighti, a difficulty he was gotten some instruction in the me of a dagget, to be will include no direction and the contemparty if each obsessed recompany in the party, if each obsessed revenue, but he other Ginding his wift and disuptivate even higher. Xiank's physical batacenistics as:

PS: 12 MD: 13 AG: 11 MA: 6 PB: 10 EN: 14 FT: 18 WP, 22 PC: 13 APA: 9

Xarak has no magical abilities, and in in http://www.nat.nin sapecid. He is a Rank 10 Minehani and in Rinik 5 Mechaniclan. He speaki Common and Ebilsh in Rinik 8, and reads and writes Cammon at Rinik 8. Hi carries is dagger i oncealed in his cloak and can use in in Rank 5.

Annak's hini and beard nij grey with white nit hit imples. Hill elft cheek is scarred and shows no sign of ever receiving the carr of in Healet. His lace has become a permanent mask of grimmers and resolution. It is eyes are always watchfut nod slightly glazed with obsession.

Xmnk's description should only be given by the GM if the players are inquisitive and mk for it. If they do, the GM i hould intend that X8rak it wearing an inmiter with in stylized design of 8 bird of flight, it is an inch

and a half in diameter and shows a high quality of warkmanship,

Xarak i pent many years brilding no n profitable i years of leader to the use and numsing n sicable lottom. He met Karena din migore of his joinneys not they were each week. Shyrila, then dunghtu, was the pelot of Xarak, and he loves his dearly. He had take het and Korena on one of his trading joinneys when this initial for the world, it was during that they are to the world, it was during that they that he cares an use attacked by Allin' men and his wift and dunghter addnited.

Marek survived the nttack, just basely, and was lift los dead nutil lound by some pearelin homods. Sini i then, he hee invaled in hope of minovering news of his family! bear, mail it became obvious three was only one place to find out...in thi i imm of Alla-Akaba. Redizingh taked the paper triming to i seente inth a miselon, his began to formulate plans.

Xarak will stay in town until the party terrim of hi receives word that Alfaisdi ad or it searching for the man behind the plot to assassinate him.

II Xnrak's danghrer is returned to burn in good health, he will larish in reward of an indditiount 500 Gold Shillings on the party.

V. The Desert

It is Important to retain the fluvos of the desert nomatic life throughout the administration. This should begin when the party trainfers their snoples to the carnity in the monitain earny, if one of this that it ery is a Ranger specializing in Wassi, this GM must decide how aware of survival techniques in this desert his desert

Travel in the desert with a horse is imnossible, as the heastn will become a shinisted. and die mying to make it through the soft sand. By the same tokin, thatacters will find walking through the descrit with the aid of a specialized Ranger will fall into the Medinin Extra is a range on the Fatigma and Engagebrance Inble. Without the specialized Ranget, walking falls into the Heavy Exercise range. This failgni loss applies only II the characters have taken some precantions ngainst dehydrasion and exposure (weapping thi mselves in burnooses or some nort of flowing robe-like garments). If the characters mont make a hasty exit without cach precintions, they will lose one Endnrance Point for every day a xposed, in addition to the latigua loss. The GM should give some indication of these consequences during the adventure, at the party's escape should be planned as also they may du on their way back.

There is a Inither lost of ½ Endminnin per 4-hour period if this party linis to this wate into the desert. Also, wearing awa at more other than Cloth will result in another lost of ½ Endmance Point per day, multiplied by the armor's weight factor.

The GM (hould consult the Encounter Chart (see Chapter VIII) for the possibility of sandstorms and their if feet upon the party if they are eaught in one.

Il members of the party have lost hall then original Endurance, there is a 50% ehunce per day that hattucinations will set in, or they may etail to wanding imlessly,

VI. Description of Non-Player Characters

1. ALLA-AKABAR

Somewhers in his thirties, the chairsmith mad handsom I Ontas Shniff is n good roli model) Alla-Akabin leads his band of 45 bedouins in n lili of prosperous pillaging and looting. Hi is always charming, and his men nii fieroely loyal to him, icady to eliminals in my who pose in theat to him. Alla is Sun aspected, and his physical i haracterissis are:

PS: 17 MD: t2 AG: 14 MA: 6 PB: 21 EN: 14 FT: 22 WP, 19 PC: 15 APA: 10

Alla le a Rank I lo Military Scin nitst, n Rank 6 Range (specialisting in Wasts), a Rank 5 Halete, Rank 2 Thir f, Bank 3 Coptiesan, and a Rank I 0 Brintmasser specializing in Great Linod Miniminit, Himmanoids, and Lizadd. Hin near a Scinistin under Bolo in Kank 7, Inearing, hi tail y See about nimed, rother of the protection of Common and Bolo united to Common and Bedown it Rank 8, and epeak Holyzoblin R Rank 5.

Alla has become nimost a demi-god to his men. Hi treat his milarly when his onnes to dividing treasure and captive women. His men have prospered undu his command the hedoulus have sinyed with him for a long time, and tome have come back on megnlati basis, as they respect and revere him as a lender.

All in continuously amazes his then by anticipating their within. If a man expresses lear, All it is soon then to comfort him without anyone reporting the circumstances. Other examples of past beharfor in finde...

...A min who received word that hie lamily win being thrown out of their home lar aonpayment of rent war presented with a finigent from Alla's own collers and aided in renning to his from. The man and the carp were investrack by this intrequested generasity.

...Seviral times overly greedy bedoulne plotted to steal from the geniral find. Before my of their plant care to flight, Alla had them whipped. Thairming their till Inteat was known to him, and hi knew they had to be purished.

...Thi lew times plots have been hatched to assassinate Atla, he always seemed to know about them even at the ideas formed. He has dealt with thest types more family.

Alle, while in billfiam tactician and mesome warrior, does bild to flambayance. He imposs the adoration of his men and cultivates it. He views each man as a part of his own family, to be treated with kindness and tolerance. Outsiders are another stricter. Alle, while he mey only punish members of the tribe, will swittly execute visions who break rules of try to bring. His to be men.

He does how one weakness, thoughts Alla is quit a ladder man. Female visitorities to the ramp will find the melves the object of his attraction is fit by a thirdy penny ladder has a lawys hed first a hoice of Irmal captives and his time and to wind of the male captives and his time and to wind of the first than the wind of the man and to wind of the first than the meets seems to bouther his mistres.

There is a very deftulut reat or for Alla's omniscies to myssical powere: Gatta.

2. GARN

Victors to the camp, whiln lateroduced to Alla, will not help but notice the rather large in dividual who i tually arrompames Alla; hit bodyni and, Garn.

Girm Is a hobgoblis what usually dresses in little more than passa. It is often seen we adeais a timelessly about the campo as yit is how at cit to which. The bedon is ed on to socialize with Girn I on several is assons. One is shan Gart i Byth shall, it intindating, being slightly more this several is assons. One is shan Gart i Byth shall, it intindating, being slightly more this several is assoned in a hard for it is several in a social content of the hard for the shanness of the hard for the shanness of the hard for the hard one on the peak; and serims to it derivated only thoughtly.

All i peaks file in Hobgobli, i o hi can issue orders to Giri, and is piblic Gaus in piblic Gaus "speaks" only to Alli through us of i right language. Becat se of Girn's i pparent ignosatee, in bedoof his have no fear about your ly tuonit is him or speaking freely whith he is rout of, But het, stever stop Garn when his each eith head through the opean groot of the to tri or helps hill self to a peece of I mat or food anywhere he his dai, Gain's physical chancol intox are:

PS: 21 MD: 16 AG: 15 MA: 20 PB: 6 EN: 16 FT: 23 WP: 12 PG: 14 APA: 10

NA: Hide | bsorbs 2 Damage Poil II.

Garn is Death apperred, ases ble Wai Clib at R in k 4, his Scimilar it Rai k 5, his Whip at R in k 10, at d both his Garrotti in d Speat at Raak 3. Hi is also a Rai k 5 Assassio, Rai k 7 Rai get (ipeclalizi g m Wi iti), and has Rai k 5 with Stealth.

In truth, Girm is neither must to stripd. Hi iii lacti very practiced Adept of the Coffege of Necromitic Configration 1 of has the following spells 11 d rat & Spell Code/Rank Anticeed): T.1-16. Girl/G. Girl/C. Si-1/4. He also speaks, reads, and writes Hobgobin, Common, and Bedonia at Rit & S.

Gail's potential was recognized early by a powerfal mage of the College of Nicroman its Conig nations who took in this young, hologobhan a spronger, Gain lent and qualethy and dicided to seek his fortune in the critisis of world. Although Gairn eared toos a well dressed and obviously cult ared, the iownspeptle restreed to him as to a mouster and left upon him. After resoundingly beating Gaia, they dragged him down to the river a and their municercements.

This eatire epirode was will aessed by a much younger Affa-Akabar, who was at the

tim a bird-mi i i purse. Ih did no shar tha people 're vi lion to Gair, and, afti i the dispersed, dove ii to resert the hologoblis. Gair list red to Alla's proposi i separately they were inefficiual, but if they worked togerher they could become a point force. Gair coi indeed this work carefully and finally decided to throw ii file for with Atla, who soo formed his band.

Gatt't meat di dags through the camp tre i isponsibili for Alli's ommaetener. Since the met speak freely whit he ist lobut, hi is it a petfect position to eavesdrop. He reports everything to Alla, who acts upon the information hi thus obtain.

Gair ii often liristrited having to play the hikking brite, a hi ngist o ii iidlepin corversation from rayore bir Alla. He's spendi his right ii thi ent neat to Alla. He's practicag his spells and nituali ilit iin king sine i o one is about. Hi i cepts Alli's perchants for lavisti loving air divinomi womn, bir wains Alla hie wild proceshis i doing.

If the party decides to test Garr and minages to surpase him, there is a chance he will the some simple words if he fails to roll and it 4x his Perception.

3. ALLA'S MISTRESS

Alla is rarely seen about the camp without the company of his young mistress. She is a lovely you ig thing with rai ned skit i i d light blondi haii, who spei ds moei of his day for ignig about the tent or just on iside or hanging outo Athr's rmm. Shr is tiwiys dipplying her devotion to Alla ind her love for him is obvit is. She wears but it gurb of silkurad some brancken, ungs, and other juvillery. If the party chicks out the iewitlery, they will find it to be first their work, especially her amiller - or rigid a half it thes it drameter, least ting a styllzed design of a bird in flight. She is a ever in larged to by 11 me, ji it 11 "Alla'i Womai ;" oi by Alli as his "Little Flower," or "Stur of the Disert," The Mistress' physical chi rai ii astics are:

PS: t2 MD: 18 AG: 20 MA: 8 PB: 2t EN: t0 FT: 14 WP, 11 PC: 6 APA: tt

Sun atpected, the can read, with, and spet k Common it Rauk 8 and speak Bedormit Rauk 4. She ii alio a Riik 2 Mirchair and Raik 6. Courti sait, She ii ii usi i Dagger an Raik 3.

The mistress it Shyrila, Xitak's dai ghii i, who is beli g ki pi druggid by trai quiliners and love portions. If epoker with, she will appear to be at the hard with brief moments of locidity. What under the influrace of the potions, she is devoted to Affa and will fight rather than leave his side, Twi i iv-lout house after the last dosage she will regain her common sense and identity. She will become chocked at the state of his clothes and the amount of make-up she is wearrag and may blame whoever is around a aless calmid down and acquarated with the lacit. She will be very eager to relois her failer, whom ehe thought dead. It would be madvisable at this potat to remiad Shyrila. that, for the past year, she has been the sexual play this e of a mass with a lot of imagnisation.

The party will not immediately ecogitze hit from Maraki's description. If it led 10 describe hit women he is looking for, Xmil will describe hit young ser woman in a feet-headed young gill with median-brown him, in primitive ryes, indiring the million of the what better his bleached and, it Alla's command, overdoes her make-apid indiredoes he clothing.

Korena, whet tatismin, hid disk brown hair, with a good figure ind a Physical Beauty of 19 Shi war ta his late that ics when abducted; it is aprothe GM to decide which hae become of her.

4. DELIAN

Thi presence of Shyula is a major source of an opin net to Alfa's with, Delian. Shi is still quite beautiful bit, in Alfa's stituation, effecting on it years (the jis possed 25). Deoperatify it love with his hashand, she bidding best inner in the histor of bits; reit fling, it his it lovely does. But this alfa's has gone on longer that the previous or se, and this it growing it reasingly penathed. Delia's physical than acteniate are:

PS. 13 MD: 15 AG: 18 MA, 5 PB: 20 EN 12 FT: 20 WP: 14 PC: 10 APA: 11

Still aspected, ehe speake Commot and Bedonin an Karik 8 and is a Rank 7 Contressa. She is tho Rank 4 with a dagger (which this not at all hesitant to rin), kept in har sertion of Alli's tart ander har pillow.

Deli i knows about when thi misteri agred, but thi does i or know hai real i ame. Delian does remembes how thi gill looked it lirst ind the letch hi haii hai bees beached. She i slo remembers at first thi gill world pil ag a fight, but "Atla must have wot herows!"

It i deliki of the gill is pronoi i ed, and she will be annet able to a plot to kidnag and she will be annet able to a plot to kidnag the gill, but will insmediantly report to Atla ay ii kling the has as to a plot to hun him. By doing this, the left the will prove hit worth to Atla. Occasion life out of their lot eliness, Debaat akes a lover. If Alli heart of it com it with it is Deliaa, he will kill the proton reports reports bild.

Delli i belleves what everyone belleves i bout Gazi, so thi players will gain i o i ew insight; hi re.

5. HORY

There are seven helfiling rervanti working in the earnp it any ont time. These helfilings have average that actenities and may be treated in the GM needs tham. The office to the contonis Rory.

Rony is Alfa's person I servict and acts as major domo for in test of the strenatis. He has served Alfa for a number of years, hoping by providing excellent service that Alfa may one day set him free He lity out Alfa's clothes after he has cleated them, cook at 101 Alfa's personal meets, and keeps Alfa's headquarters acet. Rony's physical cheresceletice are:

PS: 9 MD: 17 AG: 14 MA: 5 PB: 15 EN: 15 FT: 19 WP: 20 PC: 16 APA: 10 Rory has no specifikiths of talants, for does he have Raik with any weapons, as he was taken diving a raid on a settlement of halfilings and pressed into service. He does speak Common as Raik 6 and Bedorin at Raik 5, and bedorin at Raik 8, and shoots specied.

Rory has beet buting his time hoping to be in leased, but his become distill sloned. Becaus Rory knows if the party's pripose is discovered be will be primited, het greed to Xarak's deal or ly attr. Xarak plin red to repreach the purity-spearable, by to mist surreno suspicion falls on him, Rory will not rillow the prity to use his food to posion Atla and, which in will tilk to this party, his will not help, which in which we can be supported by the printy to use the food to posion Atla and, which in will tilk to the party, his will to chelp them in the execution of this assessment.

Rory is more nervous slace to triming Iron town, is in wonder in Xarak and his Iron town, is in wonder in Xarak and his Iron town, Iron army in declaring back it camp, Rory will be surn pittously pin pain g to escape when this party has kilded Alla or and in the cover of any dissurbance. His will try to make air e of what happens so his car report to Xara k.

Rory knows wher Shyrili arrived, but dear not know the runns of how his being kept. Ht did tot associate the palited his sy with the viigit I girl Xanak di scribed. He koowsol Debu'i grown ig hatted for the koowsol Debu'i grown ig hatted for the land the general hispering around camp. Ht does ook to wakout Gu

6. TALAN

When Alls realized he would need a our start supply of potion includes Shyrifa mturested, hi decided hi needed a skilled alchemist. Until ther, he needed potions only to i limit i te enemies ai diquisi liti Maves. Hi for i d Talur in a rity to the northwest, editted with a schemists. Talan was open to the proposal desput Alla's reputation, timply because he was and is too busy working on his magic and mixtures to care much about what goes or aroused him, If tingaged is corversation, he will talk thop, but will become bored and cut abort any conversation on other subjects. Ouce he begins talking about alchemy, he may (60%) this is) talk about he portions he supplies for Alle's mattress. Talar 's physical charrenters re:

PS: 9 MD: 12 AG: 13 MA: 23 PB: 12 EN: t2 FT: 16 WP, 21 PG: 12 APA: t0

This is also an Adept of the College of the Sorceries of thi Mind at dhe achieved the Inflowing Ranki [Spell Cody Rank, Achieved): T1/3; T-2/5; T-3/4; G-1/2, G-2/2; G-3/8; G-1/9; Q-1/4. He can read, with, 11 d peak Common: I Rank 9 aid speaks Bedonin at Rank 4. Hi is a Rank 8. Alchamist Speen Uring in potions and medicited), Rank 3. Health, 11 d Rank 2. decisions of the College of the College

Talan provides a combination of potions: Control Person, Binding Will, and love philines of various descriptions. All these are provided for Alla's use, A most complete listing of the ingredients can be found in the description of his tent in Chapter VII. If taked about Alia's omniscience, he will relate how he has ofteness gone to Alia suggesting they make a portion using this tillert, but Alia has always refused.

7. THE BEDOUINS

There are 45 to 50 mm in the camp. They am pleased with their limit herl, bit it watting for Alla to it rail get to have a lintable piece of limberry sold so the proceeds may be divided. They are toyal to Alli and will follow him blindly. Average i haracteristics to the bedonis a res.

PS: 21 MD: 18 AG: 15 MA: 7 PB: 12 EN: 16 FT: 24 WP: 15 PC: 10 APA: 11

All bedon in will him Rank tin 3 with Scimits, Some, 11 d/or Bob. They speak Bedools at Risk 5 in addition to him 20% that eef or speaking Gomenous at Risk 1 to 5. Among them, they will have some Beastmin to talk (Ranks 1 to 5.), Rangt skill (Ranks 1 to 4.), Thief and/or 5py skill (Ranks 1 to 5.). The heticanns will have ilightly higher chiracteristics and Risk thus the rest of this not have.

This bedonis will wear no rimor is camp except when on grand duty over this treasure or taxes or when going into battle. Even thin this wear or by let the armor less they that rosating in the desert heat. Signessed incounters for this bedonis can be losted in Cabacteria that came.

If is sked about the two women, three will be it 12% there in the doors asked will remember Alla pulling a gill ont of this slive pen, bit will in the say re it if the what happer do to bet. If the bedomins are ask d what heppens to rapprince women it goes reral, this will still most an sold at slive it ucclost. This is a 25% that extend with the charactery Alla keeps a record of the venture to the charactery Alla keeps a med of the in the charactery Alla keeps and plans in this quality. Given a detailed description of Symin and forces, three can be used to the control of the control

8. THE SLAVES

The bandits have taken prisoners of their saids and are preparing to sell them it the mirks tolace.

If the party dendes to try to gain in fornation or assistint if from the slaves, in should be roted while they have skills, that depitted condition and lack of injkeep in these kills will make that if fectiveness very low. They know rothing about Korena and Stypial, it called por to belop with the risttain mit; they will be too weak, thin, and ineffectual to make a difference.

If the party tries to enfort the slaves' hitp in evolu, they will find no almes in the pen, if feed, the slaves will just break into a mad ruth to get away from the camp (this will provide a diversion, if that is what the characters want).

VII. The Camp 9. BACKGROUND

At the tind of each year's mids, the bedonins look forward to returning to the oasis which they have made then safe heven. While at the oasis, they allow at dielebrate. The highlight of this respire is always the intertument Alla provides for his men.

The men will be cagened thready with the entertaints, a they are hoping for an exting evening. It at mate is included in this party, word will rapidly spread through camp, bringing 1 viry bedonin to see how pretty thin. But main thereathers will also be welcomed, as the bedonin 10 joy acrobats and tyageters.

The tible's resultion to the entertain mean will depen the services. It he entertriness depend a poor the pocket word the leaf of the leaf of the depend a poor the pocket word the land as ign, senectores, etc.), most of the tribe will not in densite the Common and will not be amough. Non-verball forms (nation than aging, acceptancies, mirror, din crug, it.). In it he jird get separately by the GAM based on his estimates of this acts of the control of the leaf of the control of the

All intertainment, purishment, and proclimations are presented to the men in the open rice in the renter of the init. As reight, two large buildings are maintimed in this tree as indicated.

10. ALLA'S TENT

The tump consists of 15 incular to 18, and approximately 15 leet it diamnter. Upon their airwal, the party will be scorted to the largest of these it its (Thi 11), where they will be greezed by Alla (accompanied by his mistress), but let tenants. Delian, and Garn. This meeting will be held in section C of the tent, where Alla cot dasts all his protessional bits in essentially and the score and the section C of the tent, where Alla's consistent of the production of his results of the section C of the tent, where Alla's dasting the score of the section of the section C of the section of

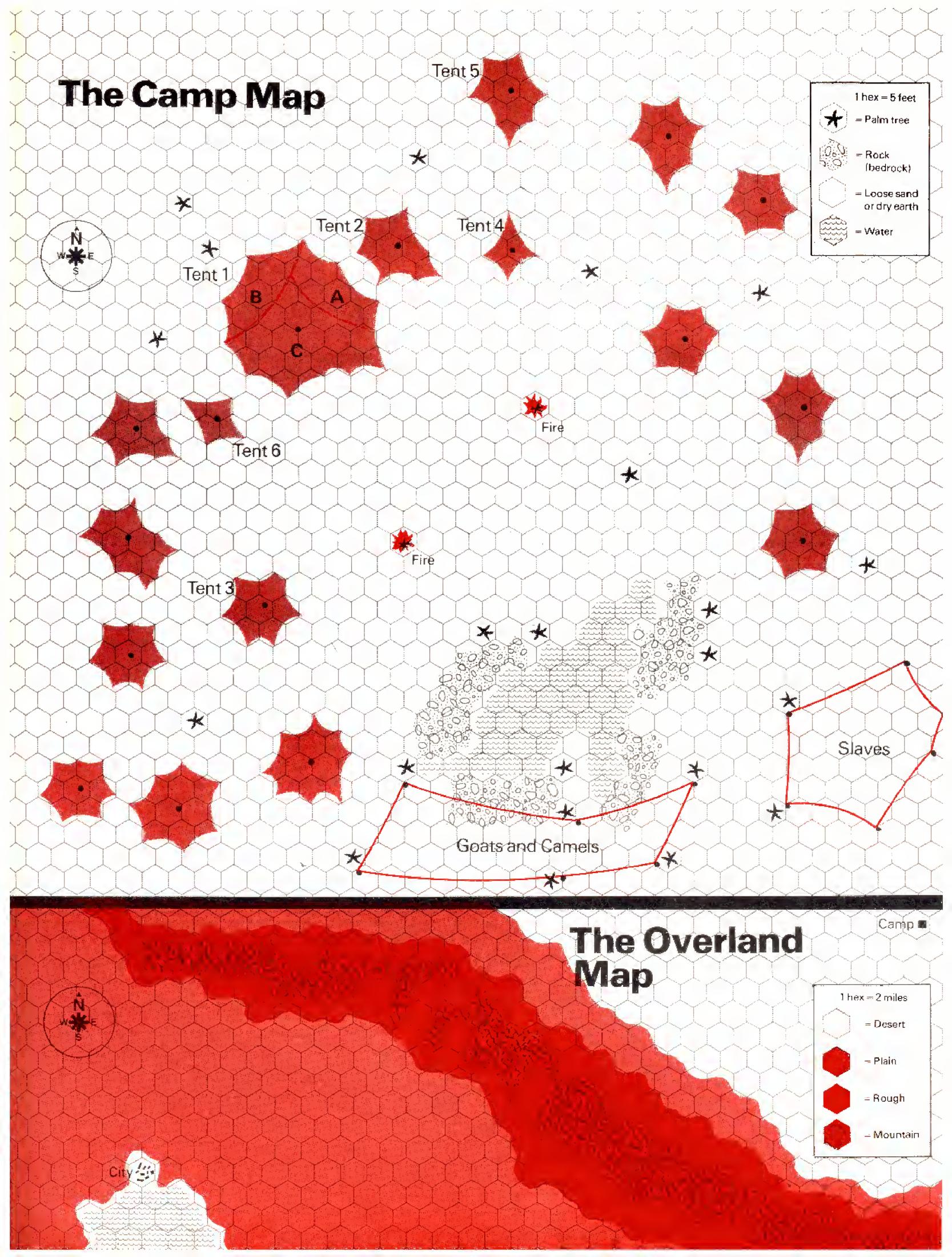
All is the state of the state o

11. GARN'S TENT

Next to Alla's tent tre Guit's quirtus. Quit 22, which his occupies about. The two bills appear to be separate, but this i retoncealed slats in both int's flowing, section one from the office. Gait and Alla office meet lain at right to discuss straing and this still of this time. Alla masks suit the mastress is steep by single potent.

Gara's tent is subjet spartan compassed with the real of the camp, Gara owns a war club, whip, gilded stimitas, and bodo. Gain is very alert to strange sounds coming from Alla's irm, and the stightest impiecon will bring him padding sitently through the this to investigate after grabbing his whip and scimitas.

If Gasn happens upon intruders in Alla's quariers, he will firm attack with the whip, then with the seimmar. If there is more than one intrinder, Gain will use hit ipells to conflues them and then attack.



12. THE TREASURE TENT

Lastint Gut 3) rear Alla's with the thinbe's resultine, consisting of loor small thesis rousisting 513 Timestiver Guineas, at 6 Alla's personal treature closes with 279 Timestiver Guineas, at 6 Alla's personal treature closes with 279 Timestiver Guineas. This tent is guarded shound the 160s, at of the two guardes outside into each have a clean view of this front of Alla's tent, so they may also watch for any limit upth visioner, traids the tean is a sisting guard. Hit is a sided preasu not to wan his piece of gwelling that this he acquared, a medsillow with a diamond set in it with about 200 Cold Shillings. All guands and it will weak leashed among a depthen probes.

At y attempt to overpower these guards will result in shouts white wall cross the result for will result in shouts white wall cross the result of the camp and bring the or involved weath of 45 bedon's it down on this based of the parity. It captured, the parity will at best be thown naked its or in determ without food or water after having, beer bill diolided. As worst, thry will be publish; plogged and burg out to dry as the desent six. Firmles may be thrown to the meant of this contrast.

13. THE BEDOUINS' TENTS

The remaining Bits are immiliar to design. Each is decounted in 1 shishs a mid-blackits with viry tith hard it raitine. They are supported by a single pole in thi 1 ensis which it can bedded in the sand the sand amount the sast is firment than it in the surrounding desert). It would take a combined Physical Situ sight of 300 amount to to so this post over and bring down this 10. The addition, these poles will take 25 Desnage Point's before piliting. Each in it has its own harding lamp and a lew boths (filed with wait). Other boths are hang at various political best to the camp.

The bedorins thate these tests. Any males is the party will be placed in trift whith there is from Fermiles will be placed in the smaller tent (Triff), at less they are invited to deviated in the content of Alla.

Sing the advestion does not require the injectific placing of characters other than the major NPC's, the GM chould use his discretion in determining the results of any investigation of the tribe's terms by the party. Some suspections are...

...The occupants of thi terrari of a particularly busy frame of mind and a trifli impation of the womer. Alla will be sending for.

...These bedomins are more availations than the others, and have managed to hourd a small caube of gents (worth 500 Silvet Pendes) which they have hidden in one of their pillows.

... These men are being kapt order guard, as they have stoken from the private erorce of Atla. They are scheduled to dust a combinaition floggiag and beheading.

...These bedounts are very on opical indicing Iot Silver Peaules. Oanol them speaks Common well amough to invite the characters to iois.

...This tant is the quariers for Affa's licarcagais. They all speak Common to on a degree or another and will saff of past trid's and great reason a and of their all greace to Affa. They are very respectful when speaking to Deliaa, sad ona of them may be carrying a torch for her or, meder, may be the current lover.

...These mer size it blading an intrampual westing march as the camp. All main that the risk is well with the point it and test their methi. The GM should make one of the bedouins a very strong tillow who challenges all whost in this camp.

. Our of the occupant of this term per dimost of hir time keeping in line edge on his sciential and bolo is illi. Hi is probably very manife and will challing may and all to test then itself grants him.

These encountries are suggested to challenge the players's attrivat instit ets and keep the discovery of Xarak'ed aughter flow becoming 100 simple a task. These suggestiss i may be applied to groups or individuals as the GM inte fit.

14. TALAN'S TENT

This porthernmost tent (Tent 5) is Talan's workshop at of skepping quarters. His speed as most of his time there (a 95% chance his will be my perfecting the terrim and potions. Censasonally, when Talan imakes mintaks it a mixing, a flat explosion coal be heard resounding throughout the ramp. Usually Talan has managed to exape migrey, so be but the elimital foll, satingshise any smooldering embers on his toolhes, shrugs hie book diets and deet us to work.

A seath of Talan's workshop will reveal as wid variety of ingredient to protions. The laws tory would it in de bloodroot, cyclames, ginseng, marsaath, belfadot is, caper, orist det, earthuru, jimson weed, sind valities. Talan's tori is vir sess refly depleted ditting the past raiding seassa. Hi gave Rony a shopping hit of hit ha aid earl plimes to get for him white Rony went time towar. Hi le very action for his cettin, and there is a 75% in brace that Talsis will be the flust person to the party when they arrive at 100 me. The party when they arrive at 100 me. But the party when they arrive at 100 me. But the party when they arrive at 100 me. But the party when they arrive at 100 me. But they arrive at 100 me. Bu

15. THE SERVANTS' TENTS

The halfiling servants bed down wherethere happens to be room. Kory, though, stays in the second small first rian Alla's, at he miss the ceady to anaws in his maints' it summons. Rory's test (Tirt 6) is very spars; hi has a bedroll and a few changes of clothing, but to personal possession.

Since Hurring to comp, however, Rory has been entaking food tatch in teal textualisation of Irina, dried meant, soma Irinit) as hi in preparing to leave whee anoil in the parry Xillis Alas. If this party manages to sneak ap to Rory's tast at aight, there is a 20% chaace thay well find him per parring a small travilling bag. Rory is not overly brave, and the will tall all when threatment with what out death.

16. DUTSIDE AREAS

Oa tha far ride of tha oasts, probably downward from tha cest of tha camp, are, kept the goets, sheep, camali, and tlaves.

Two guards watch over the illuves, but they are not wortled about a possible escape, at the elever are 100 week and are chained together. The guard has the kaye. The chains are ambient d to posts which accirclathe slavance.

The stimula are docili and not easily scared. The annels are recalicitant, bad impered bessti requiring much prodding to move. At historia with least movie, and the activation and the state of the sta

Daming the time the tribe is in the susin, they will be easily a comparatively well.

The maindrik at the ramp is water with goat's milk served as an occation at change Usually the goat's milk in Irimental down and to the change on. The milk her some good with each his list, but they are not allowed to touch them, as they are reserved for his special auests.

17, RANDOM ENCOUNTERS

The camp is a bottling place of this gibe day, remain is failly be sythologien spee, and quient down alter this internation it at right. It will be run to during daylight that wandering in haracting would not must be someout, and this is reflected at the fiveque you at Chance En cout are given in the Camp Danger Table. Not every encount are will prove dangerone (a reaction toll should be made upon meeting, a very NPC and bedon't). At this possibility of routing into acmeout [or something) is rather habb.

That, while in i haractereste la camp, a toll muit be misdi at the appropriate it it will aid, if this percettage tolled it less that or it qual to the Chinesi of Encourter listed, a additional rolt must be made on the Camp Fi course if Table to see who or what was estimated.

It addition, an Overland Exconnation in this provided. This is not see once the party has reached the discri, with this largest rise is a former late with explained. Util the party has arrived at the desert, the 11-court is fill the CM deteres them; should be determined so put the Enganglement rules. There are two succourts of the the state of the things are the state of the things and the state of the things are the state of the state

Sandtrorms tom an at delify and last to TD +5 hours, with wind reaching 30mph. Chisacers caught it such a stons should find thelter immediantly. If they it siet upos contining, they will loss one point of Fatigut (Endurance with Fatigut is lost) for each hour in the itom. There is a 90% chance that a porty walking through a sand-storm will head off as a readom direction allets there is a Ranger specialrying in Wasta among them.

The most learsome danger luring the pertylethelageadary Sand Golem,

Sand Golem

AARTURAL HASIDAT Desert

PROBINCY Vary Rata NUMBER 1 (Unique) obscription Stand Collems are humastold in shape add composed entirely of raod, with eyes of gleaming obsidiat. They read to too transcoutly falls from that body like water off a man emerging in our thats.

TALLISTS EXILES AND MADIC SEND Golems can switch through sand as humans move through water. When a Squad Golem is in this state, only that black eyes can be seen, but they are often missaken for ordinary itones. Sand

Golern have no magical abilities or skills. They can be harmed by any weapons except Class C, which do no damage. Because the Colsmit composed of shifting sands, its much regives in an ellective natural station.

MOVEMENT NATES: Rinning: 300 Sandi wiroming: 200

PS, 23-30 MD: 0 AG, 10-14 MA: 0 PB: 6-10 EN 13-17 FT: 21-24 WP, 10-12 PC: 6-10 APA, 10-11

NA: 4 DF dut to composition

weapons Sand Golems as no weapons. They can attack with both firsts without penalty at a tase Chance of 35%, doing D+2 demage. When the Golem is residing on sand, it can extend its area to attack into an area two harse beyond its own.

IX. Assassination

Should the party anempt to minder Alfa in his ideap, it will be necessary for them to steal into his sleeping thimber. Dining playtesting, soom inconsistencies presented themselves involving sinh actions. Wi singen that, if the party Inilis their sizelih roll, anothri toll be made based on 3×Alla's Petreptoneton wakenhum.

Should's tharacter manage to ereep np on sleeping Alls, thin Alfa Should get in roll based on 4 khis Fireipition. In rither case, thi Tackied Singe begun when Alfa has awaksned. If hi does not wakt up, the party thould have no difficulty in inpuly entirely hothold have no difficulty in inpuly entirely het throot, so long as Alln is show II Alfa is leeping with omeone, they should get here to be sufficiently and the support of the support

X. Final Notes

The Camp of Allo-Akober Is into aded to be as compilet in possible teasevent GM momensury inhor. Bestin silv, the GM will have to me discretion and ineagington at persist points, as everything the players might wish to know could not have been covered. This NPC's have been given leastly complete backgrounds in order for the GM to incorporate them sitto his own campaign beyond the completion of these discretions.

It is also suggested that the GM minks some minor alterations in the maps and encounter descriptions to prevent players who also have copies of the adventure from becoming too overconfident. This situation thould be treated at a guidt for the GM, not as negid and restrictive scenario.

In playtestime, Goen Stways managed to spirite since most players were so imprised to find him a fitt more dangeront adversary than they expected that they would unitkly flee alter phyrically confronting him. This proved interesting Inter in the expression for Garn sometimes would find his way to a city where those characters happened to reside. Upon meeting Garn, the characters I spected to have to fight him, feeling turs he was there to examinevenge. On the contrary, hi floquently thanked them for killing off a min who had grown for too soft and weak to be useful. Alla's death had nllowed Garn to take control of the band, and he and the bedowns were much the happier for it. Gain't lindigship proved more efficient (since he wasn't spending at his time in bedwith a mistress) and everyone's wealth roce dismatically.

It should be pointed out that the relationship between Alla and Cara should be well considered by the LGM before the indventure begin, as any hesistence on Gam's part to come to the nid of Alla would swing the indvantage less by in the party's linver in time of accomplishing the insusansation. More glapse reaction to the adventure interpretable of the control of t

Finally, the intent of the design was that the camp and the whole adventure should have an ini of mystery associated with Alabana mirigue. The 60M should strive to implessive this feeling, and some have gone Gai as to play the sound; task to Lawrence of Arabana or Rimsky Korsakov's Suberbrazade dinling play, both of which helped set the right mood.

THE CAMP OF ALLA: AKABAR DESIGN CREDITS

Design/Co-Development
Gnry King
Physical Syucans and Graphics
Radmond A, Stmonsen
Developm m/Co-Design
Robert Kinn
Adventure II ting and Advict
Striphan Gray, filt hard Phroottl, Lary
D'Ambroes, Ed Fayun, Glady Blowf
Production
Tod Koller, Mantread F, Mitkuhn,

Camp Danger Table

treez'	PAECUENCY	I HANCE OF INCOUNTER	
Dnyttmn	every ¼ hóni	95%	
Evening	every ¼ honi	75%	
Night	every % home	50%e	

Michael E. Moore Bob Ryes, Kan Star.

Overland Encounter Table

01-10 D+3 Diness

Before the party reaches the desen, the CM should determine any random encounter using the Encounter Tables in DragonQuest. One the desert is reathern to the following table. Check every 12 hours, with a 20% recounter hance.

11-20	D Brizzards
21-35	+6 Scorptons
36-50	+2 Taruntnias
51-60	D = 2 Cnmrls
61-75	D+2 Hnmans (with camels)
76-95	Sandstorm
96-00	Sand Golem

CAMP ENCOUNTER TABLE

CYCLE.	DAYTHME	EVENING	H1947
01-20	Garp	Qn n	Garn and Atla
21-30	Rory	Rory	Rory
31-36	Taisn	Rory and Alin	Tnlan
36-37	Shyrils	Shynin	D Scorpinni
38 40	Alla	Atln	D + 2 Tars ntnta
41-45	Defian	Deluin	Garn
46-50	D-6 Servants	D -7 Servanis	D-# Servanii
51-85	D Bedouns	D+2 Bedouins	D = 5 Bedouini
66-76	D-3 Bedouins	D Bedonins	D -7 Bedouins
76-95	D-7 Bedounns	D = 3 Bedouini	D −E Bedouins
96	Scorpion	Talon	Shyuln
97	Alp	Alin	Dekan
90	Taraninin	D = 2 Scorpions	Alla
99	Dlack Widow Spider	D -S Taraninias	Asp
DG	Escaped Sisve	Aso	Escaped Slave

Being: A number of the given persons or beings appear equal to sholl on **049** modified by the number given. Modified colls of zero or its size including it.

1 ragon10165 A Regular Feature For DragonQuest Players By Gerry Klug

With this issue of Ares, I take over the writing and responsibility for DragonNstes. The great sdvsntags of being oble to write a br-ms nthly column is that I can earnmunicate with the Drags nQuest playing public directly and offer help, suggestions, informstion, and guidance for all you hardy souls who play what I consider to be the number

sna FRP gsma on the market

First, let ms introduce myself. By the time you read this, some of you will have sean my neme mantioned in the credits for Universe lelsewhere in this issue you will find an article an that game by mel and realize I sm involved in science liction role-playing. But DragonQuest players will not know why I came to mhent this column and take siver the spiritual guidance of the DragonQuase ling of products

Baing a role-player for five years prior to beginning wark for SPI, I played many games including D&D, AD&D, The Fantasy Trip, Traveller, En Gards, Gamma World, Runequest and Boot Hill. My amphasis has always been in Isntasy role-playing, however, and I was in the process at attempting to design my swn game when SPI i aleased DragonQuest, Repidly I discovered OQ was the best gams available and fhought SPt might need freelance advanture designs. I offered to do she and they accepted my affer Iyou will find the results of that assignment in this issue, titled The Camp of Alia Akabar) The relationship was cordist and mutually agreeable, so they aftered mais stall position. to work an the new SPI science liction roleplsying game, Universe.

Afrer 8 whils ir became obvious t was the parson most familial with DragonQuest Ibaing the only person here who scruelly played it regularly land I was then assigned ro wirs the calumn. I anjoy DragonQuest immehsely, playing the game twice a wesk, f GM's campaign which has existed since Septamber of lest year, and play characters in a friend's campaign which was started last August Hopsfully my experience with the game and the information I have gernsred since working or SPI wilted us at in enjoying the gams even more than we do now

Recently I strended Michican, a convention spansored by Matro Detroit Gamers in Rochester, Michigan This was my first spportunity to communicate directly with lovel DragonQuest players (end sither role-players) m geneisli, and alss their lirst chance to let ms know their feelings about the game. The message to me was laud and clear, give us more support material (soventures, supplements, etc.) and re-design the original cumbeisome combar system. On both counts we are proceeding rapidly

As this column is being written. I am to the midst of a redesron of the combat avatem, which will replace the old one by the third printing of DragonQuest and should be ready some time this tall. Reaction to the combat system has been good and blind test copies sis going our shortly. The third printing mssnsa law very good things: 1) Dragon-Quest has said about 15,000 copies in she yes: and sales continus is riss, 2) if will probably appear in the stotes in a new farm, as a hard bound bask. 3) massive addends changes will be incorporated into the new printing. All this became passible because the populenty of the game continues to grow, and I feel very strongly this is because of the snthus as in the regular DQ players are communicating to the "unbelievers" Keep up this good wark!

Among the upcoming supplements and adventures ars Steva Jackson's World Generation and Paut Jagus y's Enchanted Ward. both due out in the fall. Since they have been described in this column before, I wan't talk about them again, save to say they are both tremendous designs. Alss, we are actively soliciting fissisnce adventure designs and ars continuing the design work for Alusia follow-ups se well as baxed city, boxed world, and the DragonQuest II projects

I leel this column should be 8 way of disseminsting additional rules insterial to DragonQuest players. Although the rules are csitainly nor erists free, mast GM's I talked ts found then swn enswers to rules dusetions within the books which already exist. What concsined tham most was additional marerial and rules nor covered in the original asms which they falt was desperately needsd. in partial snawar to their request, below is another soventure skill, Horsemanahlp. Thre skill is treated in slt respects as Stealfh, and will appear (in a slightly ravised form, thanks to the combat system changes in the next printing of OragonQuast.

183 4! An adventure, will use horsemanahlp to direct anims is which ha rides.

An adventurer may use his horsemanship with any animal si monster which he would ardinarily ride (such as horses, donksys, csmels, slephants, etc.f Enchanted or Fantastical monaters da not necassanly fall into this caregary, and the GM must make rulings gavarning thase situations

The character's player wifl roll percentile dice whenever his harsemanship is called ints ptsy A character's horsemenship is squal to [IAdjusted Agrirly + Writpswarl/2+ [Rank × 81]. In the shave aquation, round ell hactisms down. The typs of mount a charactar is riding will modify his harsamenship as follows.

Dankey	-10
Mustang	- 12°
Quarterhorse	0
Due Wolf	-10
Draft House	-5
Pattrey	+ 15
Wsrhorse	- 5*
Csmel	- 15

MIGIO	-0
₽ony	+ 10
Elephant	- 10
An I indicator of	penetius modifier un-

NA. de

An "indicates a nagative modifier un-less animal is trained by the rider; in that case, the madilier is 0

The GM should also take into account the familiarity the character has with the individual snims) typs and apply modifiers theraby la.g., the first time a character finds himsett atop a camsi should be worth at least an additional - 15).

A charactar's horsemenship is called into play whatever he wishes his mount to perfarm an unusual or difficult action. Alsa, in every Pulse in combet a horsemenship rall must be made. Any mount can be directed mto moving at a walking pace ar syon a brisk frot; en unusual or difficult action would be ts break into a gallop for chargef, turn sherply around, earne to a half once goaded into a gsitop or charge, jump an obstacle, etc. Durmg combar, horsemenship is called into play dunng every pulse to, s) keep this mount controlled, b) regain control if it is lost, and c) direct this mount to take any specific Action, whisther Mansuver or Misrbet Rismembei, only a Waihorss can be directed to sinter mts Close Combat by its rider, and all other mounts will attack anily if directly assaulted

A successful isli legual to or less than the modified percentagef will result in the mount obeying the directions of the riders. A roll above the medilied percentage but less then the modried percentage + the rider's Wiltpowsr indicarss the mount aither does nothing or confinues to do whatever it was doing. A roll above born of these indicates the mount will either disobey the rider, buck, sittempf to throw the tider, or some other unpleasant result. The acrust occurrence must be decided by the GM and should become worse the Isrfher the roll is above the modified percentage.

If the GM Judges the rider has totally lost confrol of his mount, the nder may take his sther action until his has regarded control (presuming he managed to stay insunted)

Using harsamanship costs no Action Points whils in combet unless no other Action is taken that Pulse, in which case use constitutes a Pass Action. A fisured horseman receives certain abilities as he rises in

Rank 3: Pays normal Actrsn Point cost for Martial actions

Rank 5: May use wsapons of 2 readiness Points

Rank 7: May use two weapons at once

Horsemanship has a maximum Rank of 10 and an Experience Multiple of f25. Every Boventurer has it at Rank 0 when beginning plsy. Rising in Rank is accomplished as Stealth Isee 87.6, psiagisph 21.

When I read the rules for DragonQuest for the first time, I was assounded they had Acontempor on page 207

DeltaVee Enhanced

by Justin Leites

Tenécal epace combet gemes which use a reterior to the scaadingty deadly. Even when one side has allarge-driventege, there witstill be heavy casualities in en yeartie. He have visited by heavy casualities in en yeartie. Potential to have death of the season, here have the season, here have the season of the teneral to avoid combet as much as possible. The tentical combet rules as embodied in *DefaVe* and the way the scenarios have been season and the way the scenarios have been season that sansaries in *DefaVe* exists and the way the scenarios have been season by the scenarios have been season by the scenarios have been separate were, for legical reasone within e relabilities of the sansaries in *DefaVe* exists expensions of the scenarios.

In an offersiva nembat, later end particle beam weapons are intended to demage individual pade while a missite may be able to destroy an entire ship. There is no sunh thing as a delensive pesture in space combat; bets ides are greing let victory at any expresse.

When ene considere that in a rele-pleying geme the whele idea is to keep a pharacter elive and growing through edventures, e head-te-hned nentrentation will probably see Seme, if net ell, the characters killed While en e plenetary expedition a cherecter may be able to escape through his use of skills er arrick wit, in a space nembat these abilities with be of timited advantage. Furthermore, the ceste involved in building end owning a ship, partinularly e membert ehip. mey make any cembat prehibitively expensive. Though the coets of building eighing is net as expensive in Universe as in Traveller, riwill rake a leng period all adventuring te replace eny leet ehro

Thus, the scenerios for DetaVee were designed to keep the nheracters and their ships in existence for further advantures. In addition to excape, anether pepular meneural threaten end-board, in which a mere heavily armed ship can threaten almeration takee place in an anvironment (inside a ship). Once mere, the nheracter interaction takee place in an anvironment (inside a ship) where the nharecters' skilleand write can best beumized. If no not unusual in a game to have emerchant sifn yield a rich cargo simply under the threat of combat, an exceptionally bost-ellicioint method el gaining wealth.

The Detailes scenarios blayed duwn combat in laver al sesson. The most important lesson to be gleaned was that a player sheuld never exneed the mannuver raring at a ship with the velocity fating. A ship that can ne longer weave is en easy targer les in the lesson of the law of the law

For pleyers who are mere interested in resting Detailee as a racycal combar system, the fellowing exenerics after a nhance to axplere the tacting of such an approach. These scenarios will give players better, albert bleedier, feeling of ship-to-ship nembat,

SCENARIO 6: Bettle for B'Mell

B'Mali, e small, minerel rich planet en the periphery et the Federation, has decided to break et it is bes with the central government. Nermelly, the Federation would let the peripheral planete have e certain amount of outenomy, but B'Mali has large quantities et fare fleelenables in he Federation requires. Thus, e puntitive action ra begun te bring B'Mati back in line.

Mep Deployment:



Note; B'Mell le positioned in hex 0707 en Mep A.



Plever 1 (B'Mati) Depleyment:

The B*Mati pleyer hee 100,000 Trans with which to purchess his fleet (the noienists reded plutonium le a lather shedy – i e , pietical – trede conglomeration in exchange let the ships. Expenditures let the ships. Expenditures let the ships and pode ere listed in the ecoompanying Ciell and Pod Cost Chart lleft ever Trans ere lost, no partial expenditures may be medel. Ships are ext up en hex 0707 of Map A using eny lacing and with svelocity til.

Player 2 (Federation) Deployment:

One Spear Ispaceship counter AI with two ersenel pods, ena battle communications pod, and tranto ped, ena crew pod, and ene annrgy pod. Twe Swords Ineunters B and

C), each with two heavy weapons pods, one battle nerroundstions pod, one ballilecraft pod, liwth a *Termillicker-X1* and an energy pod. All ships begin in hex 010t et map C tening any directions and with a velocity et 7.

Vintory Cenditions:

The B'Mall player must destroy two of the Federation ships or helpses. Also, In order to wan he must keep all Federation ships from lending on the planet. The Federation player wine if helands enyship on the planet.

SCENARIO7: Bettle of Tou-Ker i

Not tong elter the Federation took nentel of Tau-Ket, the Federaten souts encountered an alten partel ship. Though nommunications were attempted, the altens proved hostle, firing en the souts who beisty were able to escape aalisty mito hyperspace. New rhe altens ere senting e fleet into humen space. Fer the first time, twe cultures will meet in combar ro datenmine the lete at Itwo expanding hegemeniee.

Mep Daployment:



Player 1 (Alien) Deployment:

The Alien pleyer gers I4 ships equivelent to the Tervitlicker X. Those ships never expend Energy Units the up thay are de nisidesed to carry the nermal number of units ae indicated on the Spaceship Attribute Chart, 4.99 unless they receive damage to their angines. The ships then suffer all penelties for sunh damage is their engines. All ships are depleyed within twe haxes of 0707 on Mag A learning in any direction and with a validative limit of 6 (Nota: Players may wrigh to a speniment with erflert alien vessels as eulined in the econographing medule.)

Player 2 (Federation) Deployment:

Thise Swards Ispaceship counters A, B and C) eanh with one arsenal pod, one heavy weapons pod, one bettle communications pod, one anargy ped, and one trentor beam pod. All ships start within 1 hex el 0707 on Mep C with any facing and on initial velocity from 2 in 5.

Victory Conditions:

The lirst pleyer to destroy more than 50% of the either player's shipe auremetically becomes the winner.

8CENARIO8: The Bomb

The terental organization, Basque Reware, he secretify manifactured a thydrogen bomb in the prison colony an Genymede and his commandemed an et ranefer and one guerd ship to transport the bomb to earth. They threaten to destroy the Federanon headquarters unless their damands are met situated to the secretion in the second of the second of the second of the second of the tercept the errors and seve earth.

Mac Duckyment.



Neite: Earth is in Nex 0707 on Map E

Player 1 (Terroriet) Deployment:

One Corco Germae Ispaceship counter Al with three battlecraft pods fewhile A Farwillicker-X battlecraft and a ne Peccofe founter St with a ne buttered cargo pod. The ships are deployed feeing in any direction in hex CBOS on Map A with a velocity of 3.

Player 2 (Federation) Deployment:

Two Auggers Ispaceship counters A and Bt with a heavy wespon pod and a ricey pod sich. On each turn after the Terrorist have fitted their first shot [sether particle, less, or missile, but not a shot from the battlecraft], the Federation player rolls is 0 seted de land. On back roll 61 1, another Dagger counters may have to be created appears on hex QTV at mine Elearth twith any lacing and a velocity 40, each new Zagger contains an assental pod and an energy pod (Mote). Players will have to move Map A to the position at Map Ewhen all shipe have left.

Victory Conditions:

The Federation player must destroy the carga pad an the Piccolo before the ship enters Into earth's orbit. The Terrorist player wins if the Piccolo enters earth's hex with the cargo pod intact the does not have to fand the ship in order to wint.

SCENARIO 5: Firepower

Posedy, a large military contractor, has built a ship they claim can beat any a ther ship ever med. The Federation surhornes, dubous at best after the claim, offer Rosedy the chance to prove this boses by purting down the continuelly rebellious cirizens of Her-Karu 4.

CRAFT AND PODS

SHIP TYPE	COST
Terwillicker-5000	3,100
Terwillicker-X	0,900
Dagger	12,200
Sword	22,100
Speni	27,900
Piccolo	5,400
Plute	20,700
Clarimet	10,100
Corce Germma	4,700
Corce Zetu	6,400
Corco Ioun	17,500
Corpo Mu	10,500
Corco Omega	1,000
enee	

PODE	
Arsenal	5,000
Battlecraft (pod only)	500
Communications	3,000
Energy	250
Навуу Wespon	3,000
Hurtmr	2,000
Light Weepon	1,700
Juenp	1,500
Trector Beam	2,500
Crew	100

HIT TABLE SPOOND DIE 1-2 Critical Bridge Engine Bridge . Engine 3 Forcefield Port 8 Port 16 Pod 24 Pnd 32 Pod I Pad 17 Pad 26 Pad 33 Port 8 5 Pod 2 Ped 10 Pod I& Pad 24 Ped 34 Pod I1 9 Pod 19 Pod 27 Ped 35 Pod 3 7 Pod 4 Pod 12 Pod 26 Pod 28 Pod 36 1 Pod 5 Pod 13 " Pod 21 Pad 29 Pad 37 æ Pod 5 Pod 14 Pod 22 Fod 30 Pod 38 10 Pod 7 Pod 15 1 Fod 23 Pod 31 Pod 39 When a ship is hit, and a 10-aided die to dotarmine which row at the Hit Table to use. Roll the die sgale and cross-reference the second die result with the first number rolled to find where the skip was hit, $\Phi_{\rm B}$ ship does not have sufficient pods to match the number rolled, roll the second die scaln until one of the pade on the phin is hit. - - No effect. Note: Players may with so substitute this His Table in place of the table that appears in Delayler.

HEAVY CRUISER AND TRANSPORT

The two ships covered in this section were the ultimate products of the Federation's weaponry. The filtrary Transport could carry one entiral flows, and the Heavy Creiser was an entire fleet's worth dresport, as the Federation's territory expended wind potential hot spots developed, niled Chuisers were finally comissioned. For over thine hundred years maked oned. For over thine hundred years the contraction of the contraction o

Na scarance have been included for these stays, vince they proved to be all DUI manofible in combat fewher used praety. Players are encouraged to create their own scenariosil liney with no test the firms of these spece dreadinguights Players should use the Hit Table at lower lanwhen cased these ships in battle in addition to the Heavy Cruster Fift Table and Massate Hit Chart mithis section.

Each Heavy Cruser has four Independent forcettelds, which should benumbered on the Spaceship Log. Whenaver a forcetteld is hit as indicated on the

ALIEN ENCOUNTERS

The scenarios included in Dehruker land in this erricket stay place in human occupied space. No alien races have yet been discovered, though such an accounter is inevitable as exploration ships continue to Aster unknown staffer systems. Players who wish to supariment with possible sellen spaceships in combat may create scenarios using the ships described in this module.

Rem Jet

The alien culture which designed this hip has not yet achieved hyposymm shilling to for intensteller travel. Existing within a closely pecked steller charter, they have linatead developed travel by rem jet, which takes much more time for travellar from an a system to the next. The rampet which takes much more time to rap the hydrogen atoms ther exist in the travestellar medicine god to rap the hydrogen atoms there exist in the restatellar medicine. The hydrogen is either travestellar medicine. The hydrogen is either bound discussed to the control of the state of the state of the control of the restate of the state of the

 Hit Table, roll a 10-sided die to determina winch frozsield in affected on the Hasty winch frozsield in affected on the Hasty Cruser Forcefield I Table. If one or more frozenield Table. If one or more cruser and a missile subsequently hits the shu, refer to the Missile HC Chart to determine which pode ere destroyed in the shu, refer to the Missile Hasty Cruser as per different hits over the Hasty Cruser as per different hits over the Hasty Cruser as per subsequently hits control of the Hasty Cruser as per subsequently hits control of the Hasty Cruser as per subsequently hits comments of the Hasty Cruser as per subsequently hit Table.

MISSILE HIT CHART

- #1 Destroys Engines Bridge, and Pade t-10.
 #2 Destroys Pads ft-20
- P3 Dostrova Pode 21-30
- #3 Destroys Pode 21-30 #4 Destroys Pode 31-40

If a messãe bits a Mosky Chulsor, cuch area not grotected by an intent fromcified la descripted. Exa mobile 11 Exceptible 22 or destroyed, ill mobile Exa mobile 11 Exceptible 22 or destroyed, ill mobile sain fut would do strony Pook Dr. 20, though the other forcelleids would not suffer immediate destruction. However, the player must list out the three a diditional hits on the Nig Table, expert 3 8 of the Decksies species.

HEAVY CRUISER FORCEPELD HIT TABLE



When a forcefield a tilt on the thir Table, roll a No-Medid (In: The number indicates which of the tour forcefields was affected. It a '80 is rolled, not the discount of the determine, the two totalifields affected if a nother 10 is rolled during this process, fiver more forestelds are affected, it is possible for a multirade of toccotolids to be effected by this process.

CRUISER/TRANSPORT ATTRIBUTE CHART

AITHIBUTE CHART			
n TTAUNUTES	REMY CRUESE	M TREET TREET	
Cost.	Climarfood	Classified	
Number of Fods	39	39	
Volocity Rating	- 1	t	
Meneuver Reting	3	2	
Energy Clipscity	286	264	
Energy Burn Alma	24	24	
Streamlined	No	Ne	
Huniter Class	2	t	
Armor Class	2	t	
Forcefield Class	2	t	
Çiv Lovel	8	7	
Tingel Program	-6	-4	
Number at Forcefield	s 4	t	
Storage Pod Ability*	Yes	Yes	

A Storage Pod takes up four pode worth of special at a risp in call storal large other military string (except another flearly Cruber of Transport Vehicle), which may be teunched following this same profits dure as faunching bar decarts, 20.

does not roll the die a second time as indicated in the instruction for the Hit Table).

Other specifications for the slien remjet are given in the accompanying chart. (Note: The rum jet has one forcefield.)

Solumb

Another slow intertellar form of travel, this fills in virtues a lego, din reflective sall to gather the light from a star to propel it through sales; it too is used primarily by ellan cultures in rightly pack ad staller classras. Since raves is no slow, taking fundrede at years per transit, takes cultures rely hasvily an robots to handle the craft during their long trues. City one such aline bas ever serveral human occupied space; the guiding robots in formaticative position of the most transition of the south of the country of the south of the country of the south of the country of the south of

In combat the solarship has damage applied to it using the modifications as specified for the remjet. Other specifications are fisted in the accompanying chart.

Modular Ship

These allion vessels are roefly a number of individual pools which are logisty connected and which can set independently in bartle the pools break spart and act fike andividual ships, or they can keep bunched together as the after comment of the property of the property

pods are able to attack as one; however, they are disadvantaged in that if one podleader is hurt, the others also share his distress and ship's demage.

Each whip is made up of a variable number of pods. To interpret how damage applies from the Hit Table, use the following modifications: t) if it result is ralled for a bridge, engine, at forcefield fut, it is considered a miss: and there is no effect; 2) if a result is volted for a hit on any of the Pods of the ship, then siff the Pods will suffer the same damage (thee, if the ship were composed at 4 Pade, then each Pod would take the same damaga at the human plever rolles 1, 2, 3 or 41; if any other Pod number above the number acturily composing the ship is rolled, it is considered a miss and no damaga la taken (the human blaver does not roll the die a second time).

Each pod has the same specifications as indicated in the accompanying chart.

Dulese

The alien culture which developed this ship has ever established communications with furname. Though several of these ships have been slighted, and a kee sever been caught or studied thoroughly These ships have been caught or studied thoroughly These ships have been caught or studied thoroughly These ships have been caught or furnament the "phore lea" and "Flying Dutchmen" by humans, the few readings grathered by plots segme to saidcare that these ships are pure sergy. Standing Feders into Orders state that one ship will fire our these pulsors, though an occasional hort start pilot have

been known to let loose a law laser blaste at the sternos vessels ...all to no effect.

The pulsor is known to have a velocity rating and maneuvar rating of 10, and the one observation of its fire power tokestroying on asteroid in the ship's path Irridicates that it has a burster class of air least 2. No other specifications have been determined (the ship is too stypical for the steedard Detailed systems).

ALIEN SPACESHIP

ATTRIBUTE CHART ATTRIBUTES A			
ATTRIBUTES	BAR SET	SOLARSHIP	MIDELLA!
Number of Pode	See 2	See 2	See 2
Velocity flating	2	4	- 1
Manusur Pating	2	- 4	7
Energy Capacity	See 4	See 4	286
Energy Burn fiels	See 4	Ser 4	t2
Streamlined	yés	yes	yes
Burnter Clean	- 1	2	2
Armor Class	t	2	2
Forcefield Class	t	t	2
Circ Letval	8	7	6
Target Program	-4	5-	-6

- 1 Each Pod at the Moduler Ship has these specifications.
- 2 These ships do not have posts.
- 3 The Moduler Ship has a variable number of pods, depending on the size of ship encountered.
 4. These ships are stways considered to have sufficient fuel to function throughout the langth of any battle.

28

There's Only One Universe ...and How It Came to Be That Wey by Gerry Klug

My first assignment upon being hired by \$PI was to assist in the development of the sciance fiction rate playing game, Universe Being a veraran of rola-playing. I was intrigued with the possibility of being in o position to "fix" all the ill written and illogical rules if felt had been perperrated on the sciance fiction role-playing community beforehead. When fittered an the praject, John Burterheld, the gama's designer, had done much of the preliminary work already and whos I saw axcitud me. Here was e science fiction rafe-playing game which seemed to solve the problems its producessees had created

John and I discussed what we fell that game should da and contain, and wa cama up with a number of items which we knew should be specifically addressed iff the rules should be tightly written so even a non-roleplayer could attempt to ploy the game without the need for a consultation every other pega, 2f the game should be playable chortly. sifter purchase, so it had to have an edventurn included, and 3f everything the rules rmplied could be done with a skilf ar in a situanon abould be defined and delineated so as to make afa easy for the GM. We led we've succeeded and have created a game which is at least possible for a novice GM to pick up. and referee, and at the same time, designed a gome which standarup to compension with any ather in Ita field

What abould the vereign role-ployer look for when he purchases Universe? Among the many dystems which the game features are two which stand aut as unique the \$1 illo ond World Generation systems Bath of rhese provide information and utilities not found anywhere also in role-playing. gama design.

When John was writing the Skilla section, he was very concerned that the phrase. 'up to the GM's discretion" did nat become a catchail cop-out for us whon we couldn't explain something. This concilin led Jofin to use a task aystem, whereby each skill had a Set lift of tasks which the skilled individual mey attempt to perform and, if successful, yield specific results and/or miformation.

Each tesk is defined by a formule which figures the percentege chance a character has all performing if. The formula rates into account the praficiency of the character with the skill and any applicable characteristic af the character which may affect the outcome. Variatia modifiera mey be signified ninn. Therefore, even characters with the same still leval may have a slightly different chance. io succeed in the same tast due to differing charactmentics.

This task system allows the GM tairationalize any arhar situation which the player fools his character's skill abould apply to. By comparing the unknown situation to the examples given, the GM may derive a chance of auccess (if any f which would apply in the aituation and be fair. The GM is not let to ut in the dark entempring to define what a certain otal means fyou don't have ra have a degree in planetology taluse the ak #f

After unique at the way re which skills ere. Improved. Whenever a character uses a skill, percentile dico are reliad. Each skill has a range of several numbers indicated which add an expenence point to the choracter's skill if one of those numbers appears on either dia. Thirse point alare accumulated and cashed in later on tairaise the skill by ane level. In most cases, the numbers needed combine in such a manner that a successful use af the skill will, more often then not, gain. an experience comit whereas an unsuccessful use would not Expanonce Pomitoira nat arbitrarily awarded in the game funition many atter rote-playing games) by the GM. the players themselves keep track of their advancament. There are guidelines for skille' Uso so none can be over-used in a manner designed to simply pain of ill points

The World Generation system is interesting enough to play as its own game. Science fiction rate-playing has been crying. out for a grood, simple, complete and easy World findluding both planets and moonsf Generation system far a long time, and Uniwarse may have the answer. In my expensence ns o Traveller referee, I slways fall the need for an easy system for rapid star system generation. Often the players would travel in unexpected directiona, and f would have ta Otop the games far iding periods all time while. I talled dide. Needless to say, this was very bonno for the players.

The Universe World Generation system is three riered so that first, a cursory genererion may be accomplished to give broad generafizationa of the system and its worlds. second, a datailed look in their established for each world's geography and planetology; and third, specific details are given about sefilements, resources, spaceports, law levels, etc. While the highly detailed exeminstion a f each world is lengthy, the cursory glance ts les 5 minutes and gives both the GM and the players onough information to make such basic decisions as whether or not to sray and explore this aystem, what there is of interest, and so forth. This puick glance assumes all the players have done is hyperjumped into the system and are examining it from the jump point with their ocannero

The World Generation system also datail@how ta actually draw the worlds in a aystern. Rothar thon simply generating a series of numbers, the Universe system helps you portray the geographic features of the world an a world log. The world logs contain graphic layouts at the vanous aiza worlds as wewed from both the north and south poles. The GM generates the details at the world and draws in each enswore to space on the world which is a square 4000rm across) the geographic type which exists there. As each anviron is drawn m, the visual picture of the world begins taitske farm, and the GM mixes and matches envirant to form the kind at world picture he desires.

Along with Skillo and World Generation, the rules for Universe derail Character Generation, Equipment, Robora, Character

Action, Space Travel, Creatures, NPC's and gives a full adventure to start the GM and the players right off, ance they've invested their hard earned money in the gome.

included in the Universe package froth basic sets nd baxed versionf is an interstellar Display which details all stars located withm 30-light year radius of Sal four sunf. Each. ater io located uping a Cartaash coordinate IX, Y, and Z) system, and its obtronomical data is dersiled. Various binery and tringry. sters are also defailed with their conflourationa and dara noted. All of the major stars' distances fin light years fara also given in o road-map atyle metrix flim, let'a see: the distance from Alpha Centuri ta Srgma Dracones is...) for easy travel planning. Atlarf Universe I for now) talks blace within this sphere of stars and the GM genorous the characterstics for each himself. Thus, while the map would remain the same from campaign to campaign, each GM's details of the aters waufd differ, crestring interesting com-DARISTONS.

The Diaplay itself ias work a fart, being vioually oturning as well as obsolutely practical for play. We of SPI are wondering whether ear map of its kind is rostly occessible to the public of this time, or do we have the only ane? Many people have mentioned. they would buy the map just far itself, gaining the information it contains. Alone it would be a valuable addition to a GM's sci-

ence liction course library

Concern about the problems facing novice players or GM's when they picked up Universe for the first time was expressed often during the project, but especially in regards ra the Advanture Guide. Universe has three rules booklets the Gamesmester's Guide foontaining the rulest, an Adventure Guide fcontaining creatures, non-player charactors, and the edventural, and DaltaVee fthe spaceship combot system. In the Adventure Guide we gieve the fledgling GM on much guidance by example as we had room for A crucial element for any beginning GM is the creation at ather people with whom the characters interact. The list of 40 non nlaver characters provides the GM with examples af the mynad kinds of people to place in the characters' perh. Some ere deedly, some aenaua, some humoroua, some inconsequential, but all interesting and, I have, inspirational GM's may use those NPC's arraight out of the booklet as they are or change them to fit individual tastes. It is through the GM's non-player characters that the players most directly interact with the GM, which may be the engle meet enjoyable eternant of role-playing

Also datailed in the Adventure Guide are various creatures. With the laws a f probability baing what they are, there is no way we could have listed every lind at alien creature. explorers might find outside our soler sycrem, and our list of 40 deasn't prayand to include all poasibilities. What it does da, however, in set up an easily adapted aystem af mix-and-metch powers which the GM can use to create creatured of his very own, and (complement on power \$77)

DRAGON NOTES /continued from page 34)

left out (overtpaked?) overland movement tates. How did one get from point "A" to point "B?" Apartatis n? Elevatars? Subways? So, one of the lirst things I did was create an overland movement nhall which I have used ever since in my campaign with little modification. What changes were made concerned mounted movement letes, Isi whinh I consulted Al Nah ance I began to wark at SPI: he provided me with extremely valuable informetisin regelding sustegic cavalry movement throughout history. Thus, I balieve the accompanying Overland Movement Chart is accurats nsitsinly in siffshtasy" sense (working in e nampsion) but in e "historical" snnss as welt

Same of you are undoubtedly asking, "Why do men an harses mave et the same rate as men on toot?" Well, it has been shawn histatically that while harses call indeed move much lester than e man in shart. buists, over the long haul the emount silmovement evens out. The greater speed is neutralized by the fact harses have to stop and welet, graze, etc., while humans need to sts piless silten

(83.5) OVERLAND MOVEMENT CHART

<i>TERRAIN</i> Cavern	1/4HF 5/-	MEDIUM 10/-	HEAVY	3TRENUOUS 20/-
Field	15/15	25/25	30/40*	35/501
Msrsh ¹	-1-	5/5	10/ to*	t5/t5*
Plain	15/15	25/25	30/40°	40/501
Rough ²	10/5	t5/t0	20/151	25/-
Waste ³	10/5	t5/t0	20/10*	-1-
VVoods ¹	10/5	t5/t0	20/151	25/-

Number before the slash indicates movement in miles per day on look hymbel after indicates mounted mavement tessureing horses). Rates for other animal types must be adjusted by the GM The day assumes a Islat of 8 hs u.s.msrching.

The effects of adverte weather must be adjudged by the GM Nothin:

-: That type of movement at that particular exeralse ests is impossible.

- thit/lovement tales assume some son sit pessable terrein. Iotal swamp is impassable except by cannes formetimest.
- 2: tt terrain is mountainaus, halve rates on toat and prohibit mounted movement
- 3: If termin is desert, the GM should apply strictures reasiding effects of high, dehydretion, sin, 4: It terrain is deep woods, halve the movement
- tates ": In these rate of exercise categories, this houses" rate will detendible 33% por day. They can linival at these rates for appliaximately 4 construtive
- days and then they will die. Any paths si roads regals this sited is of sither terrain and the Plain imprement rates are employed when using them.

The main advantage in mounted movement is that the tidet does not get neatly as tiled and can perform some tasks et the end of the journey; treat the nder of any mounted beast as expending Fatigus et e le triane insathen narmal (i.e., a rider mounted on a horse which is moving in the Heavy column himself. loses Fattaun in the Mndium columni.

In the next issue, I will talk a little about Charanter Genaratian, Experiance Paints end Tieasurs ===

FILM & TELEVISION (confirmed from period 3)

responsible for misny of the impressive etlects in both The Empire Strikes Back and Alien the won an Academy Award Isi fils special affects in Alien), was in charge sil msking Vermithtex believable. The dragon was built et Gesigs Lucas' Industrial Light and Magic, Inc. outside of San Francisco. After construction it was shipped is England. fai Jahnean ta use in conjunction with his small sts o-frame madels.

Graphin sitist David Burnett was the disgan's designer. "The most important en-Jions fai the diagon nome in the final battle's flying segunnen," said Buinett "Because's I this action, we decided vary early elang to design sidisgs nithat looked best when flying The smphasis an flight, subsequently, dictated that the diagen look light ensuch is fly, and have an ensumous wingspan " Veimithiax is not ites a mindless engine of de-Struction, Since the mansler was supposed to registst intelligence Island with a wide isinge si emistions), he had is be designed with more cars than the typical mayin manster "The key to Vermithiex is the relationship sit the bisw to the listing, much like e man's temple and is rehsed strunture. The disgsin's blow sweeps bank. It has a frown and e slightly human, intalligent lask. This is nsitis nieature that is simply programmed to sst, but s creaturs with a mind - albeit a malevalent ans

'You won't feel sympathy lot the dregsin," expisined Burnati, "but it will have a kind of melesty. We didn't went to and up with the Alien which was tale repulsive to look at "



They needn't have woulied. The diagon is a graceful, yet menacing presence. The bland at gient-sized moving piaces with sis p-liame work is as delity pulted all that in places it is hard to tall what kind at affect is being empls yed.

But, pisise to the spenial effects soide. there are betts treasurs is see Dragonslaver The tilm's flers hope that their will be a long. tine of Tentasy films to nome. The Star Wars boom has brought us more science lintish and tentesy lilms and eftai enather than we have eval had before. Many sil them have been exploitive and psorly made, but as tall. Dragonslayer is mare than "boy-meetsmonster, boy-kills-monster, boy-gets-gill."

The film is a subtle study at early 6th Century Britain. The clothing is rough and hand-striched. There is no dived nisth, heelad Isstween, or paving an the highweys. The mayie is papulated with real peasants, subservient to suthstity and tired at dey-to-dey existance. They above their kind out of feat, for withing freedoms, they date not complein

Another touch all realism is the struggle evident in the film between the vanishing maginiens and the early Christians Nat willing is bend their knes is popular culture. Barwood and Robbins have partieved the waild as iselistinally as possible. The villagers turn their backs an their druidic toots and run off to be baptized, happing thet the Chustian God nen stop Vermithiax. They cheer at the diagon's death, but give the credit to their God. The king also comes out ts the diegon's smoldsting estness and drives his sword into it white his councilor procisims him the "diagonslevel". The real harss, Gelen and Valstian, are ignated by sit and must move an lest they become victims of the bowdlerizers.

The phsracters in Dragonslaver are portraved as reat human beings Galan is ebrash, sametimes insufferable sost. Often en spant and phildish, ha is a hera wha needs to be laught a lesson. Similarly, there are bisve people, sansible peopla, nawerdly people, stupid people, and as forth papulating the lifm. Though the dislogue is seessismally stiff, there is a believable reality. When the people and settings of a langasy are as carefully wrought as they are here, it is easy to get an audience to accept as smell and wonderful a thing as a diagon.

Christopher John

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5	Ragnarok larticlel	6.42
6	Ragnarok (game)	6.37
7	Pandora's Link	5.34
8	Science for Science Fiction	5.11
9	Facts for Fantasy	5.11
10	Film & TV	5.10
11	Books	5.94
12	Media	5.86
Ares 8	Overell	5.66

Games

Griffin Mountain

Surhors Budy Kraft, Paul Jequeys 3 Greg Stafford 202 page softcover book, 20" x 23" monochroms map CHAOSum Co. . \$16.00

Adventure supplements for rote-playing genes have been assuducedly avoided in this column, because there are only so many ways to express displeasure with a type of product. The series adventure's had playercharacters lexing down doors and sleeptering monaters in the non-privacy of the latter's dungeon formal like 30 many dogs 31 severing. Paviovan bells, or presented the characters with vest, and uniquorate tarrily deguised 30 "widermeases." Admir sally, not constitute abstratures— let allone words but what was svellable commercially had less invagants on their and professional tags invagants on their and professional less invagants on their and professional services.

There is, of course, a learning curve for the design of streetures, juil as there is with other gene-trained product. Either Flying Buillab or Maregaming in reduced the number paragraph style of adventure, which neathy presented the simplest of adventures without insulting the player's collective intelligences. Full-use adventures than began to offer multiple options, instead of single-solution puzzles of monasts mooring galaries. But nothing has advanced the arete-of-the-oring visits a much as offur. Mountain

Though ganancally classed as an advantura, Gratin Mornatain is properly a sourcebook. The subject is not a single expedition, which can only be used nose for a given group of player-characters, but a thorough examination of a 20,000 square mile area in about the same datal as a Michellin guide, instead of the location of the nearest AAA and the best recreamants, the garmeterstate is supplied with safenance beckground on local politics and hemings. The the Runegoest rules, though a list dip garmeters are supplied with safenance makes can convert the statistics to another swahm with a Concentrative effort.

The mountain of the file is as convenient a landmark as any in the Balazer-Elder Wilds (arritory, which is a small part of the warld of Gloranthe Gred Stafford introduced his farrasy vision to adventure gaming in the brilliant White Bear and Rad Moon. (This wanderful name was brutally secrificed on the alter of the great god Marketing, and now the game tamely goes by the name of Dragon Pass I Glorantha is no Tolkish regulgitation, no pseudo-medieval hodge-podge, no "magic la really science"double-ralk, but a genuina, original fantesy. The world needs na aupport from game materal, and perhape suffers slightly because it is viewed only from a role-playing and board game perspective

Hare the Crimson Bátapreedo terror, the Add Moon's milipance is greatest rup, to the Glowins, The Lunny Empire wars With lamong others! Sarby, and the characters are swept into the epochal Haro Ware, Rish haps Roger Zelazny's Jacob of Shadows covuys a vagualy analogous sense of Wooder, perhape Professor M.A.R. Bis ker's Tekurnel is more "realistically" described, but Gloranthat is certainly a unique experience

Balazar and Elder Wildsare, essensially, a ratuge for character's from the Degon Pass see At Dragon Pass empres desh and great magics are unloceed, which is hardly healthy for beginning or moderately-experianced characters True, the Lunar Empres has designs on Balazar, but the Impanal rulers comismit tharmelives with thoroughly inflictating the tribes and fortrasses with their agants. If and when the Empres direct of agants is and when the Empres direct to lite armes, but for now its analges are forced elsewhere.

The character of the barbaric mbes and the semi-cruited folk in their fortesses is definy sketched in several of the beginning chapters. We learn of the Beginning chapters. We learn of the Beginning chapters we learn of the Learn meeters, of John Mith's carevand, which unite the region both Mith's carevand, which unite the region both the semi-cruit of the chapter strategies and the presentation, which of the meeter strategies presentation.

What makes Gnffin Mountain an evolutionary step in the progression of adventures. is ita treatment of player-characters. The world is real enough - and teghtening enough - so that the player will not chivry the gamesmaster until they rule all they can see Young and inexperienced characters have their niches in society, with planty of potential to use in the world. However, success come from hard work, sacrifice and a little luck, which makes it all the more reward ing. No marter how powerful the characters become in game terms, there are beings who can put them in their place. The ancient powers are a part of this magical land, and not just compthing the gamesmaster tosses out at the start of his first sidventure, haver to be based from again

The sourcebook does intent a problem common to works of this gener much of the information is for the gamesmatter's eyes only. The time-tisted stor-gam answer — that the players not be allowed to look at the text— is still the only rinky sended to look at the text— is still the only rinky sended to look at the week in still the only rinky sended to look at the text— is still the only rinky sended to look at the text— is still the only rinky sended to look at the sheet weelth of merenal makes it that for any but the killey to anticipate all the surpresent this area all ords.

This buthor's recognize this pictential disvelocis, and disodress it from time to time. Rumors are not necessarily always rive or false, the gemesmaster is given a set of rumors, and he may decide on the variously of sech lishile remaining consistent with the ray of the searnings! May locarions are not fued for all points at linerest, which can disconder the player who insens a look.

Galffin Mountain is a textbook illustration of how to sustain interest in a lamisety campaign: make it seem real. The gamesmaster investible puts more a neegy into his characterizations of the non-player characrest because they are presented as flestedour terrings. Players pay \$55,000 at termina to runnis which intight service psycholar diversion and the current adventure. A carevan guard's job is on to unqualisable when Job Mith sekes the guard with him to associalocates without exposing him to associansk. If this sounds like an argument for the suspension of disbeliat, it is. Believable tantaay is the key to a successful adventure or campaign.

Consider Genn Orta, a canturias-old ment who must decide between joining his ancestora aa part of a mountain range or remaining the premier dealer in magical objects. nonh of Dragon Pass. (Gonn Orta, hiayounger giant friende and hie troll dependente ere one of the more amusing - and interasting - encounters.) Or the Vampire of Gork Hills, who may or may not still stalk the land. Or Gonda Holsr's caravan, which is a front for the most neterious of activities. Because of these wonders, it comes as a disappointing surprise that Griffin Mountain is named for the griffins that rihebit its peak. The best recommandation for the material is that the reader will want more when he reaches the end of the book.

Not that Griffin Mountain is without its faulta. Many anachronistic D&Disms pervaria the monater and some of the people descriptions (The rarm "D&Dism" is not meant as a slur on TSP'a work on that roleplaying game. If the company pioneered much work in the role-playing genre, it stands to reason that it onginated many of the mistakes, I There is no reason, for exampla. for mast of the creatures to have startdard treasures no matter when they are met Nor does the Balazar-Elder Wilds region have to be so conveniently self-contained irrough this arrangement vastly simplifies the organization of information). The major drawback. for the majority of role-players, is the linkage with the Runequesi aystem, RQ may be one of the better seta of role-playing rules, but it igherdly one of the most widely disseminated.

This layout of the taxt is axtremently appropriately attractive. Salisin points see highlighted in each section, while the sechighlighted in each section, while the sechighlighted by topic or for new entities. It is a pleasure just to last through the pages of Griffs Mountain if the reader is one of the many who collect gama products to look at end not necessarily play, to will be quite satisfied by the content and

Gulfin Mourisar la not que betrer borsuse it si beger. Meess: Kreft Jaquuys and Stafford have created a cempaign which demonstrates, by example, what is general properties of the properties of

"Oh, to be on Griffin Mountain...you will be leaving there too soon."

The Lords of Undersarth

Managaming, Inc., 43.55

All right, it's time to put to rest that old wargamen's tale that mini-games are for mini-brains. There is an ert to design for a small peolega, just as there is far the monster games. Ogre and The Criteture That Ata Shebovoan are not, perhapo, the most thought-provoking of subjects, but both ni emeo betelomos e bne triemvoine abivora

about two hours

Meragaming, which originated the small game concept asveral years aga, did give credence to the ancero at traditionalist gamers with ita recent slew all execrablo product. It tales a opecial okali - which is than I fully not that pravilant - to define the boundaries of incoherence as did the Holy Wer rules, or to have the gall to repackage the ancient childhood game at "root beata sciesors beets paper" as a new releate (News moy be slow getting to certain panal of the country I The unlamented Dimension Demons - which habititle to do with dwinnsions and nathing to do with demons looked good by comparison to some of the poor material which comprise the last seven Metagoming roleases

The Lords of Underseth, on the other hand, is an excellent exemple of how to make a good mine-gome. None of the design. concepts wis bowlifthe players over with their originality, nor need they do so. The rationale ia quite familier to role-pleying if nat the fentway audience dwarves, in the course at a mammath undergraund renewal project, have unearthed enough treasure to warrant the attentions of greedy adventurers. mensfero and armies.

The map displays a labyrin thine complox undernearh a mauntain Passageways are graded by how wide each one is: a dragon has no difficulties through the wide corridors, but cannot even entar the narrowest of tunnels. The military compenies have limited attack capabilities without the proper room to maneuver. With aimriar elegant touches, designer Gross benda aome at the most conventional design cancepts into rulos uniqualy outled to aubterranean

The map gives Lord's list flavor, and the game is trailared to take advantage at the challenges inherent in conflict in this most unusual terrain. Far \$dditional variaty, the macsheet can be cut into three geomorphic piecoo, though I have not experimented arrough with this approach to recommend it one way or the other.

The spenanos initially appear to be unbalanced in the layor of the inhabitants. This indvantage is illusory, for the player on location must alert each of his units before his canuse them. The mercuding player hopes to dispatch the aentry unito, which can alert friendly unito within four hexes, so that he can destroy the powerful companies piecemeal. The gome accelerates at a dizzying pace, as the invader is forced into desparare action by the mobilization of the forces of Undersarth. The game is, at heart, a study of lantaay commando actiona, and lew other atuotiono excire the imaginationo of tho game playors as does thiotype of raid.

The scenarios inganiously-combine themes long.ago.cliched-by familiary writers ... with respired victory conditione--4 da not have arrough experience with Lords to state whather ar not it is balanced, but the conditions sure do gonorare a lot of fun.) Thare ara -ni gained temping of an ormy flecing in-

to (heir stronghold; a surpriss ord attack an the Dwarven New Year Ina doubt to regain the pre-67 borders), the usual draconish berbucup party of which the dwarves are unwilling quote; good guys trapped in the cayerns by an evil wizard; and a free-for-sa far the gold. The leaf scenaria is almost a game unto riself, as the players try to direct the nasties towards each ather, and tervently hape that the dragon to dead oprumontd

My anly disagreement with the design is tha ucoof a hex-and for the map. Hexes are o ouperfluity, both aesthetically and practically. The architecture of the tunnels in revisted into natural configurations by the regulanties af the hex-grid, when hashmarks could just as easily have bounded each movement area

Metegaming is also maling forward procress with its physical publity. The comparry hap come out of its Dark Ages to discover the mystical process of die-cutting The counters oull show a rendericy to salfdestruct when touched by human handa rhough, by way all companestion, the illusrrations are quite attractive. The map is drawn in unappetizing ahades of green and blue, mounted an decently heavy otool, and to acceptably functional during play. The rules, med importantly, ora remarkably clear - for any company, not just Metagaming rhough the rules writers left a few minar flubs ta remind up they ere human.

Lords demonstrates that small fantasy boardoames can be the result at quality worl. The emphagois an the omplo and the playable, but never on the emplistic, While other summer 1981 gameo ero etcking will ter fires. Lords will be played in front all those

Second Thoughts

A sorrised correspondence with Oragonun reeder Donald McLinley has caused me to conclude that I was overly harsh in dismiasing Yapuinta's Shooting Stars (#6) The premise, as dreadful as it may be, should not have wholly a vershadowed o decent vectorbased movement system - whatever the ovotoin'o antecedents. Shooting Stars. when considered solely ea a game, can be ranifed with Vector 3 and DehaVee, both of which are at least acceptable space tactical games. My apologiao la Stevo Peol., who tells me that the background which so infunered me was added by another person. well siter the game part of the peclage had been completed

The design team for Flying Bullala's Tunnels and Trolls point out that the game functiona beat as an introduction to roleplaying and as a vehicle to get time-conatrained players in and aut at dungtion adventures quickly TST ioprobably the best rolly playing product in these two respects. however, I pull believe it swiftly pales once the players want to get rare any deeper ra-Volvement in role-playing (see.dzes #3)

A gremlin wormed its way arra the review at Stove, Newberg's Dark Stars (F9)... The three non-humon races seawel by elowershap-light travel. Only the Terrans have developed FTL travel

Readers are invited to comment on opinlons expressed in these pages. My words, after all, are writin paper, not in \$tane

Eric Goldberg

BOOKS Assessment from pour 151

novel, head and phouldors - well, head above most of the meems that is fantasy being published today

Schrodinger's Call II: The Trick Too Her is Rabert Anton Wilson's seguel la Schrodinger's Cet I: The Universe Next Door, and, naturally, the second book in a tology, Lika. SC f, it is a sequence of disjointed and orbitrorily connected opisodes dealing with a couple dozen characters, some of which live in different universes from each ather, popurring at variausly different times, some synchronoualy Wilson seems to have tellen upon himself the test of attempting to emlighten through confusion, a distinctly Zen. and cerrainly discorden propess Curring through the verbuge fmuch at which io delightfull, one comes to the core of Wilson's argument, Wilson's premier metaphor is Schrodinger's cat, which he sees sa the antithasia of Payloy's dog. Schrodinger once stated an apparent paradex, suppose one locko a cat in s box, and connects to a shorgull in the box o mechanism triggered by the decay of a redisactive stom. After one half-life, there is a precisely 50% chance that the atom has decayed and that the cat is dead, and a 50% chance that the atom is yet whole, as in the cat. There in no way of finding out whother the cat is dead. or not except by opening the box. Is the catdead or alive? According to modern physics, there is no way all telling. According to the Helesnberg Uncertainty Principle, one can never determine the position and velocity of a particle. This is because the process of observation changes the system. Wilson answers Schrodinger's persoon by snalogizing to the uncertainty principle; the cat is neither dead nor alive far perhapa both) until an observer agens the box. The process of observation changes the system. Thus, Wilson claims, mality to a subjective concept, he supulares what Heinfain calta mylti-aga. solousm

Wilson is if peculiar writer in some ways, he is the culmination at as meny trends in science liction, in athers, he is the rejection allog many. His rejects linear otorytelling, sciantific axtrapolation, and styleneutral prose; Indeed, his favorite writer and, ofren, model is Joyce. On the ather hand, he is cartainly writing science fiction; his book io a purposeful exploration at the Philosophical consequences of modern physics, (Readers should be aware that modern physics does not necessarily support Wilson's assumptrona any mara than Darwiniah biology supports acciol Darwinism; Wilson is analogizing and theorizing, nothing more I Thrown into the potpourri la a dollop of sex, a magnum at Wiocan magic, and more than a bit at mysticism. Wilson ia not a writer for the unwary, the Schrodmoer's Cor series is immonsely enjoyoblo, but requires a reader who will think, Alicionades of space opera need not spoly -. Great Castrkvan



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NEY TO ABBINIVATIONE AN: Avelon I is; AW- Arush Wragammin; Bi- hamilatine; C-C = C-m-C Metablosation; C-C = C-M-C-m-C Metablosation; C-C = C-M-C-m-C Metablosation; C-C = C-M-C = C-M-C

Universe knowled from play 28/

he is encoureged to do eo. The creatures ere very doratiod, they are not broad generally a from which fleave you with the teeling ynu've jud iead etext on beec zeology. We've gone in for visual and tactile descriptions rether then clearinfloatione, which will help the GM to rafiate them end the pleyers to relate to them.

The rules were written with the beginning rules player in mind. No set of 1 role-playing rules is asey; many people are iminwisted by the "oh my god, it's as long ee a book"! feeling they receive when they first pick it up. Our steted purpose, however, were to writte ulses that smyone could undostsland. Avoiding role-playing tergon er much ee possible, we tried to evy things in plain English (with tha holp of our aditional, and say them as succinctly aepossible.

The novice tola-player who wente to try

Universe chould start out by laisurely reading

through the rules and examining the Interitello Display and other eids provided if he intends to GM, he should read the enclosed adventure, checking back to the tudes whenever the descriptions of cherectars or situations therein reise questions. He should gather hie group of players togethat for an evening before they ectuelly play and let them see the Gamesmaster's Guide, showing them the sections on Cheractar Action, Skills, end Cheracter Generator in petitiofar Then they should use the personal combat rules and tun a friofight walls the characters provided in the adventure.

72 Danguora II Dragona ... TSR 12/70 10 62 62 65 6 1 10

This epproach will solve two problems it will get them through e personal combat situation, which is often the herdest system to learn, and it will familience tham with the characters they will play in the edventure Each player should than choose e character from those provided and egize when to meet again. If they can procure copy of the rulee

to teed before pley begins, so much the betten The fiedgling GM should spend eny intervening time becoming conversant with the encounter systems (cherecter vi nonplayer character, character vis cranula), that story line of the edventure, and the world on which the adventure takes place.

When elf meet again to play out the adventure, it chould become clear which problems heve either which chould be discussed then, before any misunders tendings take plece. The first play-through is going to be very rough and ell concerned will undoubtedly miss rules, mienterpier rules, end forget chout rules. These ere ell necessary happenings and the evening should not be billed as enything ellee except a fur time for ell.

If the GM has succeeded in sparking elittle interest in the players, he should have them back over to play out other recentrial in the it at system the adventure provides while he statted agring his own Universe.

Feedback

Reader Survey, Ares nr. 10

Your eavenne directly affect the advocal bettern of Awa Megacine, We worth you to performe in this, our regular survey of readers

How so use the Feedback Response Carch After you've Anothed reading the sease PT Area, please read the Feadbac1 questions below, and give nn pounsnewern by will ing the mover numbers on the cerd in the response bases which conespond in each question finisher. See enclosums for card. Pleasa be sure to answer all puessions. than da not write not thing in the box for gnester-nombers labelled "no peasion"), Incompletely Illied-out cards carnot be processed

What the numbers meen. When provering questions. D" always meann NO OPINION or NOT APPTICABLE When the question is n "yes onno" guestion, "1" means YES and "2" means NO. When the quasion is protong greaters are shown "1" is the WORS1 rating. "9" is the BEST rating. ing, "5" is an AVERAGE riving, and all numbers in be-Ewgon pertions approve charles of approval or dispersional

1.3. h a cuestion

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- 1. Rerum at the Stainless Steel Rat Intoryt
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- h Science för lickende Ektrion
- 10. Epots for Earstean
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- 12 Rooks (revenue)
- 13. 2 itm and Latermore Inversel.
- 11. Greens (review)
- tti. Dregor-Naturi
- 1h Demoner e Notes

h = Air Mar

- 13. This requiremental
- 58 is the equal-community of the part o 10. Did you send in the leedback could for your last dans of Ams? 1 = Yes, 2 = Na
- 20 Assume that you don't subscribe to Area. Would the graphing oil this issue alone motivate you to executive? 1 = Yest 2 = No.
- 29. For how many insues have you hed a continuous subscribtion in Ares? 6 = I do not subscribe: 1 = 1 hiars my first issue; 2 = 1 hvs is my second assun, 3 = 1 hd in my third
- hand .8 This is may eighth to sarify state; 9 1 am a Lifetime Subscriber to Area Ingendess of the number of राज्यको सारकारकार्ति 22. 1 our rips 1 = 15 years old or younger, 1 = 14-17.
- 3= 18-21, 4 = 22-27, 5 = 78-35, 6 = 36 or older 21. Tannas 1 = Note 2 = Female
- 24. Education 1 = 11 years or less, 1 = 11 gpars, 1 = 13-1h years, 4-19-15 years and still in school, 5-19 years,
- 6 = 17 years or more 36. How long have you been graying conflict simulation
- games? #= lash than a year, 1= 1 year; 2 = 2 years #= #years, h = h or more years 28 White it the average number of hours you spend play-
- registmoletion games each moreth? D= none; 1 = 1 hour or less; 2=7-5 hours, S=6-9 hours, 4=10.15 hours 5- NI-20 hours, 6-21-25, 7-26 30, 9-31-40; 9-41 or mont hours.
- 27. How many elimination games lof all publisherel da you possessi 1 = 1-10 7 = 11-20; 3 = 21-30, 4 = 31-40, 6=41-50 6=51-60, 1=61 70, II=11-80 9=61 or more 28. What level of complexity do you prefer in games? Rate your preference pin a 1-8 scale, with higher numbers. indicating increased complexity. Use the following games
- es gnidelmes 4 = WorldKriter, ? = Barrieffeer Mars, 28 What percentage of the games you plan in buy in the next year do you arpest wit be SPI games? 1=10%, 2=20%, 3=30% #=80%
- 30. Pick the one area til science fiction that we on at enjoy saiding: 1 = Space operateconice fantas; 2 = "Hard

science Robott adventure, 3= Problem-solving held ecnote faction: A m Extrationes and sociales. B in National social eder Incopelitystopia), 6= Alternate history, 1=1 me triavel 6 - Solt ecience Iranon 4a La "new wave"); #= Other Tplease write in the nategory description.

- 31. Aick nhn one area about which you would most like is: eee science Tiction cames done. I = Sirencial science con Act, 2 = Tantical space conflict tahip against stypt, 3 = Strangic places bound conflict Inmry against armyl, 4 = Techcar planethound control Timen against ment S = Al terrain history panflict, 5= Canflict in a pantemporary senting, 1 = holo-playing edversarie, 8 = Economic/social logical/political conflict, # = Other splants write in the calinopry description)
- 32 How many science liction gemes do you own lin cluding the game in this gaught 1 = 1, 2 = 2, 3 = 3; 4 = 4, 5: 5 ta 10 6=11 to 15; 7: 16 to 20, 9: 21 to 26 9: 26 or more
- 32 Pick the one area of funtary that you most energ needing 1 = Sword and Serosen, 1 = Milihelogical fan-lean, 3 = Queel edverrings 4 = Chemically-bested (Finitesy In g., Arthuran legent? 5: Fantaey in a contemporary sording, 9 - Enperhero/heroin adversinre; 1 - Anthropomorphic fattagy to g., Watership Downt; 8 - Morrol Topcult. # = Othen please writern The category description |
- \$4. Fick the one most about which you would most like to See fantacy games done | I = Shelegic sword endiscreary boardgames farmy agence armyl 2 = 1 actical award and sorcery boundcames there against syldows, 3=0mest adventure boardgenes, 4 - 5word and spromy role playing 6 = Quest/adventuré rale-playing, 6 = Classicalin hannel lanuary, ? - Andropamorphic societies, 11-Honortocout, #= Ditter Iplaces were in the category description?
- 36. How many funtasy games do you own? 1 1, 2 2, 3 - 3, 4 - 4 5 - 5 pp 10 4 - 11 to 15 1 - 16 pp 20, 8 - 21 pp

25.9 = 26 anmore

- 36 H pou ane a subequiber to Area, Indicate how you carrie to be one, 1- An ad in Strategy & Laptics, 7- Am ad in Analog: 3 = An ad in Garries, 4 = An ad in nigreriona. date of Ares, 5 - An ed in a nV2 paming megazine; 6 - An ed in a science liction magazine, 1 - An ad in a science Inm magazine; h = An ad in another 1 ind of magazine not mentioned, R = Other (please specify) if the Esetipack card).
- 37. Indicate on 1 to 9 favilesy so-science-fedor-spectrum when your inverest less. For mample, if you're only in terested in Tentesh games and atomas, you'd write "1"; i1. your interest with mainly fantasy but included some st, you might with "2" on "3", evenin divided energy would
- be "5"; and, p I course, pure of integregi would raiz a "9" 39 How many persons, including vourself, will read this papy of Arms/1 = 1, 2= 2 .8= 8, 8= 9 or more
- 29. Would you like to see rate-blaving adventuremental in Area Feedback and then letted in a way serval to the Germen Retung Chare? 1 - year, 2 - no. 9 - no.p person
- 40 Would you 11 a ip see computer gernee railed in Area Feedback and then listed in a way similar to the Games Barling Chart? 1 - yes, 2 - na O - no opinion
- 41. Do you own or pain up buy one p1 the lellowing microcomputer systems? Dien have na interest to microcomputers or microcomputer gaming, 1 =1 own an Apple F. 2 - plan to but an Apple II. 3 - nen a 4edin. Shack 1RS-80, 4 = ple= ip buy n 1 RS-80; 5 = own an Asian 800, 6 = plan to buy on Aren 800, 1 = own some piles minrocomputer. B-plan to but some other microcompuler: #= have no plans to but a microcomputer because already have accessors authorocomputers

Quartern 42 and 43 ack about your income and powersalons. Since feedback cards are anonymous, we hope you'll be willing to help us develop trettshoot information to help us wirect whenterers, if you's rather mat, simply respond "O" for your enswers. Thanks.

- 42 1 punindividual personal income 1 = less than #5000; 2- between \$5,000-10,000-3 = between \$10,000-12,500-4: \$12.500-15.000 5=1.95.17,500 6=\$17,500-20,000; ? = 120-22,500, II = 922,500 25,000; 9= over 625,000 43 1 pur totel neusahold incoma 1 m lean then \$10 000-
- 2: between \$40-16,000 3 = \$15-17 600; n = \$17 600; 20,600; 5 = \$26-27 500, d = 122,500 25,000, 1 = \$25-30,000 8 = 630-40,000, 9 = over 640,000 Duration 44 shough 62 ask about purchases you've made during the past everya months or plan to make. Pleast answer the puertiens with the preconsert that is oncomesract 1=1 have bought such as item water the post

pweke months: 2 - someone alse in the family of house

has bought this trem without the part pender engates, 3 :) plant to jumphene that them in the peer future if a some in the family Thouse piens to purchase this item in the near future, 5 - there is no measurer of burying this item

- 44 Hand held electronic game
- 49 Television nicleo game
- 44 Video carsone recorder
- 47 Video-disk plemer
- Mand held eleca proc calculator 49. Digital or 1 ED clock ratio
- 88 Disabler LED watch 11. Partette notor retevinion see
- Constile color selentron ser 63. Polyroid-type camera
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- Co von belono ta a mikiary book ntub?
- 44 Oa yan belong np a science fiction beek club? Do you belong to proyeery book dub?
- On you belong no a history book club?
- Do you belong up a nhear controok due):
- 70 Go you belong to hiterary "publishenbook niuto" 71 Do you belong 1ain book of the month club1
- 72. Do you belong to a computer book club?
- 73. Would you like to see more snacles on Area games describ no observables sectorie in obje (essee) Included en Arss70 - no opinion, 1 - yes, 2 - no.

34 Would you like to see more articles on pitter science. fiction and lentery genes by other antieners, exempting such things an nonenin and bouhlonal scararios, open bonal finalyses of the issues and strategies in playing mese serves warne profiles, and to forth? 0 = na operion. 1 = ws. 2 = po

76. When is the one feeture in the past few resum of Arms what less resuch throngs to make a behalf through store. hown in quality, quarity, former, pro.1) 0 - don't change anything: I = the game, I = the Tiction, 3's signate lact1. Tenten har Tourneyed activities of a managed economics of works The partie 6 = OragenNoves d = reviews p Title media 7 = reviews of the games, 8 - 61 work, 8 - game analysis arneles

76. How would you describe how often you plut Aris issug games 1.0 - 1 never play the games, 1 - 1 never play me. games first more than once or twice if 2 = halten play the games labout four to sen rames), 3 = 1 frequently play the garnes imprentien min dimesti.

77 How pliet do you play And doug termes with other players? 6=1 never plan thin issue games 1=1 play the games solvaior only; 1=1 occasionally play the games with pine or more players, 3 - I almost eways play the is-Sue pernet with one or mare players.

We would like to find authors you feel about haven misplaying adventires appear in Area. Ficuse ensiver quesbant 28 and 28, using the appropriate responses 0-1 den't dare if such edirentures appear in Aren or not 7 m? would Rkn to see swith advantures appear rately lines more than one it pare?; 2-1 weekf like to see tinch advantures. appear accessmally fallent ency meny two or three or sures? 3 = 1 would like to see wastr not writings papers froeventfy lat least every other issue), 4 -1 would prefer than such adventures not appear at all Rare such hind of dolverstund deplements.

- 78 DregonQues1Adventures
- 78 Uneverse Advantures

flests the following genral proposely an a scale of 2 to 9 with 2 undesting very hitle inchnation to buy the game if published and 3 indianning in definite insertaint in porchase ID. The Krishna Chronicia. Unger the leadership of BirDnit, the human aperies han provided a galexin-wide Empnn. In one-covinix of this Empre is the beautiful world of Krishna, with lift lovelin blue loneste and the wearings me

nhies who sall their agains-riggers beneath the three moons. It is a world of awardsman and sonzerer kings who battle constantly, kept "prosected" in his catadox is nocence high the engrouchmenn of technology. Histories may visit that lookly would, but they must eyes to spage rechnology and live by the code of the broadsword. The Kno/via Chrowcles, based on the alones and nevels by L. Spracture by Camp, would recreate at an opermional level the clash of a male wing for control of Krishou. There would be two game systems indicated in the game, the test would be a abergoing party in which obtains one on non roles of vallous humans mierlering in Knehna's history had would emphasim the various goals and per sonal combannihe nharanimin would naperance, and the second would be a carrowin name for control of the salmosa megroaf and barbarian kingdomn of Kristina. The rules would cover magic vs. technology, leading parapages, individual duels, the viscous beesties and besome of Krishna, and other chrometic detail for onch fantacy world. 1g sell for 620 Including gehert stern in andde by Mill de Comarisobject to agreement with the author?

- \$1. The Condition of Time, What purchase on one now mail scientific expedition into the faculty visite time diletor. her suddenly inmed into a territoria beactiona atunce towards eterniin. A parit of four scenhein on being sun neled into the fusion as over increasing speads, shough they are able to grop the machine of cortem times in the future, they are unable to reverse their contract if they are not careful, they may bypess the sun's death and even the death of the universe. The Conscious of Tittle would use a modelaid. Voyage of the Pandore personant-story system. and Time Impoer game system sectical display. Part of the garmer would be discovering what has caused the dilegal to mallunction - miernal mechanical lature outside me repulátion or possibilosobolada - non river reversino rive machine's course before the universe ends. Along the way the one to four players would meet units of beings of the fer future who may be either helpfut or notagonisms and who may even decide to join the time deviaters in them advantum the Corridors of Time would contain a 22" < 34" meashest containing time tranks and tactical displays, 200 playing pieces, and rules with an amunitiva peragraph selection. A possible Area garrieto sel for 612
- 12 License to Kill As agent #2 transed over no light him caparente he caught she furnive movement of h figure in the darkness. Casually flicking the still lighted matchaway he semiched his minn and brought them down be hind the head where he Entorm was concealed. In a lightning quick move, be dragged to one knowlend pump ad the full dip into the man who was by then only 3 feat ewen Pity, he thought License of Xill is a note-playing game based on the asplants of James Board, Napoleon Sold, On: Mnn Flan, and on; palver stightly above niversign secret agent hero you may have known. (Any hero bankhy between the game and the real world will be purely coincidental 1 Impartant concepts in the game's design would be sole advantages for moungrain agents worled beet when ont encumbered with "helpere"f. group you writin on Agency of sorm, gadgerry of these heren I whm has Dicorne up with this time 11, sex, scenarid generation, suspension of restity, etc. Anything havever unlikely - these heros would be abliate dain the novels or movies, she playms will be able to do minhs game fyet, even fall out of a plene wethout your paractinite, datching your enemy and talking the paractiving away). The pame would contain it Gamasmaster's Hand book, Agent Training Manual, combet display, and full introduction ecentric. To sell for \$20.00.
- 83. Chnericles of Amhen Bered on Roger Zelazny's fantaty series, this game would but this player in aloce of one of the children of Oberon, on they light against each other is gale power stroughout area as well as in beautiful Amber A mee world he included detains vanpus locabenn when personal combat way take place, anwell as plant of the cache and the Pricero of Amber Acted in unitying the Deck of figures, each player would have some control over the siblings' severa and locations nbrough the use 01 the cards, benwould himself tall gray te others who can control him. A fest peded but accurate personal combat system would be included to resolve those minor freserval agein. A meager owher possible inclusions is an aim; comban system with mage rules for those times when tempera gatant of hand. Alliances land broken promises would both be encouraged. The game viguid include one 22" < 34" map, 200 counters, 50 dies and 16 pages of rules m a 2" box for \$18. Averaging subjoct to agriement with the surfror
- 54 The high electory of the Winnestelf Based on Michael Moorcook governor-set of boroth 64 venture in

the fair future, this game would chronicle the efforts of Donain hawkmoon to defenn the manlacal diamonn who call themselves the men of Granbrettin. Covering both the three volumes of the History of the Runettall plus the Chronicles of Count Brase, the game would put Hawk moon, Count Bress, Cladhan, D Averc, Bowgende, and the forces of 1 arrising against Baron Meledine and the eduancing teroes of the Dark Empire. The game would stirre soon diser the Intitler on slaught of Grantinitian's forces and controug until the rating of either Londie or the 1 armag. The characters would balbe the enemy forces and golon quarer to seak nid from such mufacer as the Sword of the Dewn end the Runspidt isself Additional acanange would is set int who defeat of Granbreter hine the search of hawkmoon for his with anti-nividual, captured by the Don't Empire even as victory was within his glasp. With both in dersonal combat and army combat eyelend. A rendom event system would symulate the numeriones mrange workings of the deadny of the fluneshirt itself. The pame would include a 22" n 34" map, 200 connters, 50 tiles, 18 peyes of rules, so sell for 618 CO. Availability and sec so parented (with the aution)

- The Late of the Worse. The DisgonChains advancers described we strong to most down and 48 Centrals and 48 Cent
- A Inlogy pack of three booklers on one soft-bound boot with at three adventures included, is sell for \$15.00
 Each adventure published separately in soft bound.
- beofulus aschbenkel (a sail to 66 DL). Sh' debeuts their all need for introduction raise glarmy garants parallel for non-raise planet could gark appropriate parallel for non-raise glarge could gark appropriate parallel for non-raise garants (a construct of 1 debeuts parallel for non-raise garants). These garants (a construct of 1 debeuts parallel for non-raise para

would disbut in Aren and would then be nivelable secu-

rately for 50 to 8.

- 57 Tieron Versen. Fansesy rible playing in 4 world where magnetid religion are bitter enemies. The world in which it takes place includes howann and ehias, but all other nimelines are semi-en non-meditionni Charactero would ahoose whemer to believe mithe gods or in magic twishin a considered hereby by the Churchinhe solers would be able to use magic on portains herodas, and also is men also become professor in the ests of pareonal combat. Emphasin would be placed ou character (garsovalliy) omatiou, ofowing playern to molé their characters as they wish, ond improve whichever fects of their personality they wish. Combet would use a metric system and no dice intowing for the ouperior swordsman no defeat the apparann by wile and skill Monaren would be need as tooks at the personaliten hostile to the characters, ruther than being an enemy unity
- S. Adventures in Alich Space Science fiscen misplaying an investigated space. Characteris evol.45 by the miplaying an investigated space Characteris evol.45 by the milatoristic right space and the market stage of the properties of the class serging evol. and the market stagebox. Probder serging evol. The market stagebox Probleman on control of the market stagebox Probteman of the market stagebox problems. Probsel serging the market space and part of the stagebox proserved by the middle stagebox problems which the problems with view and the stagebox problems which the problems of the SIH distinct will be in general to explore a stage of the view of the minimum stagebox problems. See a stage of which the stagebox problems are stagebox problems. See a stageton of the stagebox problems are stagebox problems. See a stageton of the stagebox problems are stagebox problems. The stage of the view of the stagebox problems are stagebox problems. The stage of the stagebox problems are stagebox problems. The stage of the stagebox problems are stagebox problems. The stagebox problems are stagebox problems are stagebox problems. The stagebox problems are stagebox p
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 55. Larradio Wild Wirennote plinyling minhe world of Operameter, these Good Wild Travell, But Middington, The World Wild Wildow, and any other fencing ITV wastern you might have deen Cheecoem would inhabit a to be proficient at any marther of calante, wicklyding horseweshile, length any marther of calante, wicklyding horseweshile, length on publishing, and high drees Pills. Inch shoot-goung poling, pol

- ing ambush etc. No characterities on such would be used names expension point system; sibbre ends misma would be improved as inwan used. Included would be a major of the Bohny explicits routes, hash limes, and stage characteristics in the piegres choose to be between or vilsion. Play would lack be entire just ambush, inglieng date, charging the villatin, whoming the schooliners, and
- 10. Superherol Lidn Lad and Snake Viorean bound towards Dr. Psycho and his metho beaste. Buildy so crumble and subways nipheave as the danny duo valundy but the ribe metal monsynapes. Things look blenk for the forces of good, the mad scentification-grain lev is seeping their wills. But Mr. Amening appears in the rack of dime in his Avvaccomabile and deckn Dn Psycho with one mights blow in ow leaderless, the mecho-beaute prind to n hath Superherst a A tole playing game of fantactic herence and advertings of mithin present day. Players rake the rolls at a supportions or a supervitate, each pleased us. ing in unique hero/within generalida systems. A large selecban al possible origins, powers and week-recope giow the elevers to recreete any existing superbeing or te develop and from the nown enegination. The Comesmesim is nodinner other hergs, villages, victoria and spenuhe godgetor mie play ie lead the heret end whoms integues into the be lourte often equipped each other). The game would be chide a 64-page boot of smole place and follow insure in selection of combet displays for every type of environ ment ou and around sorth tain space, underground, eny, monntain bods, etc. I, and 200 courners of various praper. and sines, all in a 2" bon to sed for \$20.
- 31 The Bole-Playtin A bi-monthly 40-page maganitus devoted to bit types of role-playing games. Universe and Congronitum advantumes and suggisteration are not advantumed would be learned each role of Columns, remewe and advance on all indepdaying production would be included reputerly 415 por year.
- BL. The Organise Carlina Arm. A University suppliers on with in organised relimited for project. Pro 22" 33" may now within organised relimited for project process of the scholar global properties of the scholar global project within the service of the scholar global project project
- B1. Mit impellin. A Universit supplement with a complete man and burde so ninit of the 24th Century. The max world preserve the individual and mass dansportment, sencture and support networks at the central area at a pacetal city at hiscale of 1,2500 (1 cm n 25 metani). Starscrapers modular housing projects, hydroponia parks. skycykin, n noerosporn imnernis, indumnal complexes. lesting contest and other points of personal and commercall milerest would be shown using a poley coded intredimensional mapping system. Smallm maps of niming fown, a prenser exploration settlement and a persons insmuln would also be included. Special miles for character. combat in bodying areas, a bask of satisfan MPC's, and gridelines for monstering information from the maps to the Attion Dricker would exemplate the transferred. To sell fantilit

54-96. No puesdou

Call for Game Proposals

In the Preciback section of any issue of Assaw septions about in Govern feature or discovers feature or discovers feature or discovers feature or discovers feature or given blass for your spotroed or dispoproved. We cause the precibacy of the p

DELTA VEE ENHANCED Communit from page 261

Danloyment:

Player 1 (Posedy) Deplayment:

One Corco Mu (spaceship counter Al with ten arsanal goda, one battle communicationo pod and one energy pod. The ship io set up facing any direction in hex 0707 on Map A. with a velocity at 5. (Nate: All pode and the bull have an armar level of 2. Also, the ship has a forcetiold of 2 I One Dagger fuguriter BI with one energy pod and one urew pod Thia ahip enters in hex 0707 on Mep A under the following condition. If at any time the anergy pod on the Mu is damaged or has used up oil iro energy, the Dagger may be brought on to refuel the stup. The Dagger may transfer its anargy god to the Mu it it is in the same hax with the other ship far one Inendly Movoment Phase. The Marmust jettisan one of its pods to be able to accept the now energy god to destroyed god fulfills this condition!

Player 2 (Hal-Katul Deployment;

Three Corco Gamma Ispaceship younters A. Bland Cf each with it fight witappn god and two bullered carga godo. Two Corgo Zetas loguntero C and El cach with a hunter pod, o light weapons pod, a crew pod, two buffared cargo pods and an energy god. One Corce. Joza Athia countier must be crasted) with rwo frunter podo, a troctor beam pod, three butfered cargo pode, a urew pod, an energy pod and a rump ped. One Caree Ma Ithis counter must be urented) with two light weapons pods, two hunter pods, a battlecraft pod footh a Terwallicker 5000 battlegraftl, a tractor beam god, four buffered cargo poda, and two crew gods. These ships are deployed anywhore on Map C facing any direction, and with it velocity from I to 4

Victory Conditians:

For each ahip the Posedy player destroys, he receives and Viutory Paint, II the Deoper resupply ship is brought into play, the Posedy player loses one Victory Point, If his ship has more then six pode damaged, he loses 2 Victory Pointa II more than three podo ara de stroyed, he loses 2 Victory Points more. If the Mu is destroyed, the Pasedy player autometically loses. The Posedy player wins if he has 2 Victory Points by the end of the game (Nate: The game uprotinue) until one aide is completely destroyed; it in thun possible for the Posedy player to have at least two Victory Points, but otil lose the game if his ship is destroyed).

SCENARIO 10: The Chees Players

Marjan and Gendapor are multi-bitlionaires who have built far-flung financial empires. Usually acting outside Federalian lews, the two men have been known to do anything to make an extra Traniar two. Frequentraids on each other's shipping has lately caused such arrain that each man is determined to eliminate the quasi-military Reers of his rival. The two assembled fleets meet near Bato Hydra to datermino which empire will doll not no empo

Each ollower han 175,000 Trans with which to build a fleet using the accompanying Creft and Pod Cost Chert Each player thould keep his fleet secret until the combat begins; of the end at the game players should exomino each a ther's expenditures to make sure the opponent is more honest than the billioneira he is representing. If a player uheats, he automatically loses.

Daploymant:



Player 1 Deployment:

Befare ships are set up, the player secretly writes down and hex number on any map When play is ready to begin, the playor seto up his fleet within one hox of the hex chosen. facing in any direction and with a velocity of

Player 2 Deployment:

The second player settlub his fleet following the same directions os those far the first

Victory Candillanii:

The first player raideatroy his opponent's fleet enricely is the winner TEM



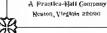
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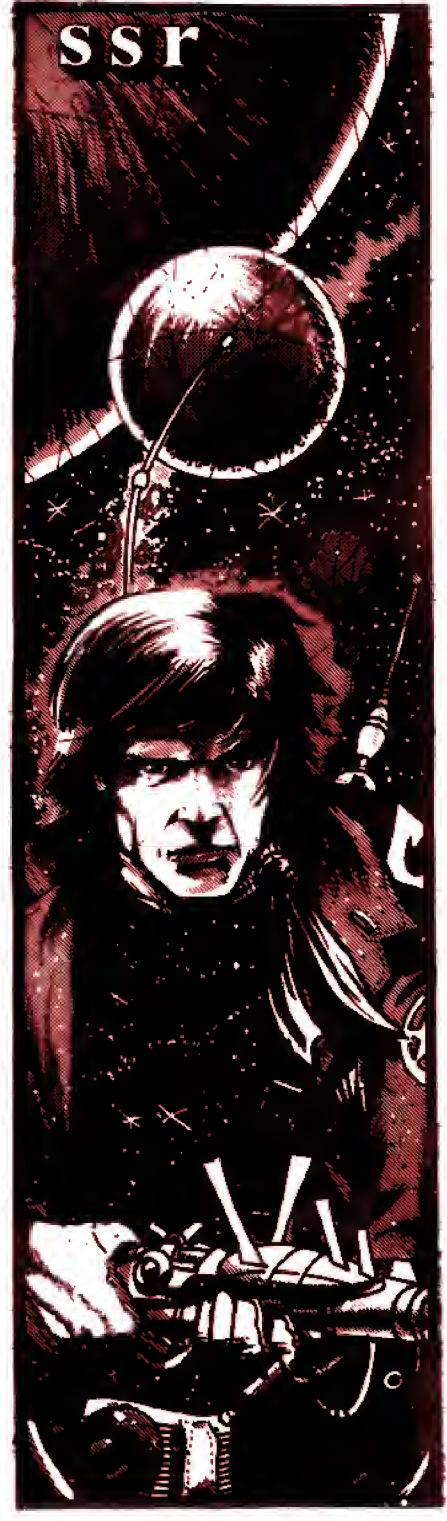
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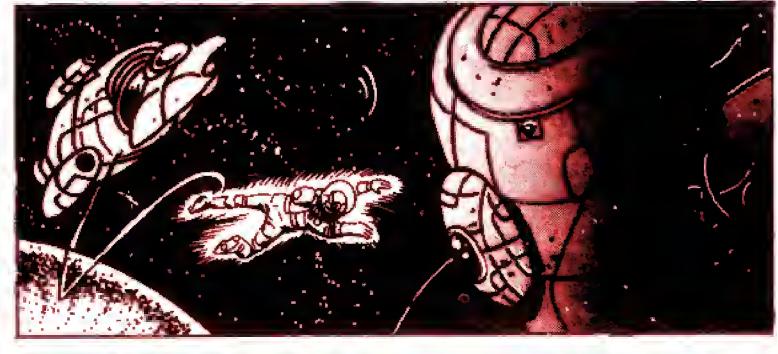


ele filo 🗆 Misute Leunon and inhitospoon 🖸 How williaw izu Sjakotano Logs 🗆 Game Component. 🗆 Sequence of Play 🗀 Spacebines 🗀 Pods 🗀 Movement and Orection 🗀 Commands 🗀 Lisar and Parti and the Chemistry 🗌 The Gamesmasker's Background 🖸 Lewey 🖸 Adventure Afterwood 🗇 DELTAYES 🗇 Introduction 🗇 Crasilurias 🖯 Spacesnip Empuntars 🖯 Accidents 🗇 A**DVENTURE LOSTON LAIDLEY 🖯** The Girons System 🖰 Thai Playona Mullia and Pods 🗇 Indinstrator Travel 🗀 Indiplianciary Travel 🗀 Space Cithidal 🗀 ENCOUNTERS 🕮 Creatures 🛈 Not-Thyen rty 🗆 Creating Encounters 🔾 Createle and NPC intelection 🗀 Action Reunds 🗀 Hits and Donlage 🗀 STACE TRAVEE 🗅 Spanario . | INTERSTELL AR DISPLAY

mants for Play **|| CHARACTER GENERATION** || Character Minchage || Choledge Develooment || Character Professions || **5K*ILLS** || Acquiring and Insproving Stele || Afratauy Stele || Pegans, Stele || Vehrole Stele || Scennifer Stele || Technical Skills 🗆 imegersonal Skills 🗆 Environmental Skills 🗀 ROBOTA 🗀 ROBOT Artibotes 🗅 Robot Systems 🗀 EQUIPMENT 🗅 Economic Guidelines 🗆 Woshors 🗇 Priorativa Eculoment 🗇 Vehicles 🖰 Personal Eculoment 🗇 **WORLD d'EntERATION** 🔾 Stat Skrietins 🗀 Godgrabinzal Features 🗀 Population and Tachnology 🗀 **CHARACTER ACTION** 🗇 Tarrel and Record Keep NTRODUCTION OF The Universities of the Future [1] The Gamesmacine and the Players [1] Sequence of Evants [1] Require

HARRY HARRISON'S THE RETURN OF THE STAINLESS STEEL RAT RULES OF PLAY















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I.O Introduction

- 2.0 Game Components
 - 2.1 The Mnn
 - 2.2 The Paragraphi 2.3 The Pluving Pieces
- 3.0 The Cast
- 4.0 Segnency of Play
 - 4 | How to Play the Game
 - 4.2 Set-Up
 - 4.3 Game-Thrn Sequence
 - 4.4. Combar Segnence
- 5.0 Villain Determination
- 6.0 Ontlitting
- 7.0 Movement
 - 7.1 Entry
 - 7.2 Limitation; and Restrictions
 - 7.3 Doors
 - 7.4 The Cutting Laser 7.5 Speem! Movement
 - 7.6 Bugging Out
- 8 @ Exploration
- 8.1 Restrictions on Exploration
 - 8.2 Préviously Visited Boxes and Characters
 - 8.3 Alermess Checks
- 9 ft Clues.
 - 9.1 Volunteered Clues
 - 9.2 Stumbling Over Clues
- 10.0 Combat: Sex-Up and initiative
 - 10.1 Set-Up
 - 10.2 Initiative

LL 0. Combat: Movement

- 11.1 Facing
- 11.2 Movement
- 11.3 Uncontrolled Beingt
- 12 6 Combat, Resolution and Equipment
 - 12.1 Hand-to-Hand Combat
 - 12.2 Fire Combat
 - 12.3 Special Fire Combat Rules

 - 12.4 Combat Effects
 - 12.5 Eqnipment 12.6 Uncontrolled Beings
- 13.0 Special Eunipment Rules
 - 13 1 Electric Prod
 - 13.2 Reloading Wenponi
 - 13.3 Ctgats
 - L3 4 Snitt
 - 13.5 Robot Slavers
 - 13.6 Grenader
 - 13.7 Nostrums
 - 13.8 Miscellaneous Equipment

14 @ Vecunm and Darkness

- 14.1 Vacnum
 - 14.2 Darkness
 - 14.3 Decompression Table
- 15 @ Reorganization

16.0 Deactivating the Computer and Winning

- 16.1 Deactivating the Computer
- 16.2 Identifying the Villuin
- 16.3 Suspension of Disbelief
- 17.0 Playing with Two Players

Paragraphs.



Read This First:

The tules to The Resurn of the Stainless Steet Rat mic organized by major topics arranged in the order in which they occur in the play of the game. Each tuch major topic it given a anmber and a name, below which is usnally given a General Rule or description which summattzes the tules in that Section, Thir it, in most instances, followed by numbered paragraphs called Cases, which give the speeifici of the inler. Note that the numbering of the Cases is a decimal form of the Section number. Players should exagaine the map and counters and then quickly read the inles, without trying to memorize them. Then the game thould be set up and a "trial run" made. The Return of the Stainless Steel Rat is designed to be played solitaire or with two players. Note that, when teading the rules, you thould avoid rending through the parmaraphs on pages 10 through 15. These paragraphs are the heart of the game, and their Intent is to challenge you with unexpected decirions and events.



Inventory of Game Parts

Enth topy of The Return of the Stalkless Steel Ret should contain the followingt amponents:

Ont 22" × 34" mapsheet

Ont there of 140 die-eur conntret

Ont 16-page trilet folder

Two dict (not in Ares edition)

If any of the secomponents att mesing of damaged, notify SPI, Cretomet Service Department, 257 Park Areant South, New York, NY 6000.

Rules Questions

Withope yor triply the SPI garri. Should you have any difficulty interpretaint the rules, please write to SPI, phriring for question so that it can be nowered by a simple settemen, word, or rumber, You mitte include a stanger of frauditive edition. SPI, Rinks Question of the Standard o

[1.0] Introduction

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[2.0] Game Components

GENERAL BUILD

The Return of the Stainless Steel Rat contacts of one 22" × 34" map, 140 counters (80 ringle tize and 60 double trzel, and a 16-page book-let of rules and econy paragraphs. The board version also into high two 6-sided dive

CASES

[2 I] THE MAP

Printed on the game imageheet nee two Yactical Displays and the Space Station map, no well ne various trieds and table r. Note that the Space Station of print of tronnol ont of the Trickical Display. The tracks and tribble linelide: two Asterness and Suspersion of Disbelled Tracks (one for each Tacrical Display). The Trient Key the Doe Boil Child Holding Box; the Villam Matrix (to 2.2); the (12.16), the Wagnows Tube (12.28); the Wagnows Tube (12.28); and the Decomprestion Table (14.247); and the Decomprestion Table (14.247).

The numbering rest in printed muthe Spatt Stattou map lift nuffer each of the boxet on the mpp. Or twinds, the bor et are numbered A1, A2, A3, B1, B2, B3, C1, C2, and C3. Clockwise, trating and reintring to the top of the dipple, boses at numbered from C1 to 80. Thin, the departs bit of the driple or C301, in d the box immediately counterclockwas to it it. C360.

2 21 THEPARAGRAPHS

The paragraphs describe att the evente that may occur desting the game. Each exampled a thirt-digit number; these numbers identify the paragraphs and do not affect the tequence in which they not read.

[2,3] THE PLAYING PIECES

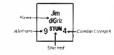
The counters reclinde 36 Villing Chits, 8 Character counters, 7 Pobot Stunned markers, 17 Robot counters, 46 Egrepment consters, and 26 earnst markers

SAMPLE COUNTERS

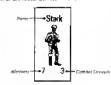
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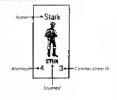
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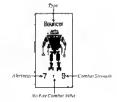
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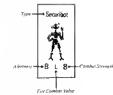
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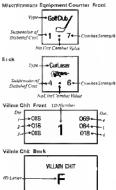
Brit Corritor Front



Snit Connter: Bank



Norry All suits are vor rim surir, whether they are armored or IIII









WOULD WURKER



[3.0] The Cast

Arm.

0K

Not necessarily in order of appearance, James "Slippary Jtm" diGttn: The galaxy's areat; it crimion! - and crime fighter - out hero, di bonait, balding, with a tastt for the funet things in lift.

An anillous diGulz: His wift: competent. beantilet, and insanely it alous. If anyone is a match lot diGitiz, it't nnother diGinz.

Communidae Stark: Grizzled, dent, and a military SOB, Statk is Assistant Chit | ol Secretaly aboard the concentration.

Dopnty Communder Trian, Rid-haired and attended. Tema is acting commanded of the cintrom.

Di. Pntz. Branded and somewhat lond, Pntz. is assistant soit itte officet, originally trained តុខ ខ ខ្លាស់ ១៩៤៩៤.

Rith Minir Young and comewhnt ingnt. Mair Is a waittest at the Mexican Mensch. one of the better restantants on the station. Joe Wolonki, MBA: Pridgy and enther ex-

entrible. Woloski is a businessman tempped on the station when it was isolated by the mind 111000000

Technician Coronn: Greasy and tlad in overafit, Corono does most of the station's driv-to-dny majnit flastot.

[4.0] Sequence of Play

CASES!

[4,]] HOW TO PLAY THE GAME

Follow the steps ontlined in 4.2 [Set-Up), and then follow the Gaint Turn Segnt not ontlined to 4.3. Doctors eat h Gome-Torm, you will bt it lerred to ont of more paragraphs; when relit mid to n primgraph, read it find follow the instructions therein. When one Game-Turn is completed, begin mother. Continue to play ont Game-Tritis notil (a) your character it dead; (b) your Suspention of Ditbelit I Index exceeds 75; or (t I the tomputer it deach initid. In the first two cases, you have lost; in the last case, you must to let to the clines girt if you by the paragraphs to the course of the game, and try to ligate out the ideotity of the villain. You hert won it you sneeded in (n) dracto attrib the computer without epending more than 75 Suspension of Disbeliel Points, and (b) cottenly identilying the village.

[4.2] SET-UP

Arm

W

A. Willnin Determination

Sort the Villain Chtts and thoost one ttack of chits, as specified in 3.0 Roll ont die mid place a Die Roll Chit with the same finmber ns the die coll in the Die Roll Chie Holding Ben on the name map.

8. Quifitting

Place the Shepension of Disbellel markets and the Alertness marker on the appropriate trackt on the game map, Pinit Wound markers on the Tactical Display Choose the equipment your chaintter is to take with him into the space station, and place tounit is for such equipment on the Tactical Display.

C. Entrentin

Decide whether you with to play Jim or Angelina. Plact your character's counter in any box on the Space Station Map which contains not objy nirrow (see Tt train Key).

[4 3] GAME-TURN SEQUENCE

A. Movement

Examine the position of your character on

the Space Station Mnp and thoost ont adjucent box to which you wish him to move. Determine the effects of moving through the door between the two boxes (if any); if thett is no door, detirmine the i flect of rising the entting laser iff your tharactet does not have the tintune laset and there it no door, he may not enter the box. Nent, move your thoracter's country into her determation box.

B. Exploration Dott mint the contents of the new box. If the box was presionally signified, skip this stip

C. Internation

Untess the box is a mosty of contains nothing of interest, your chinaettit may be forced to make a decision, threage robott or that actives in combat, rind/or make an Alertness Check. Use the unles for such to resolve this kind of intersection

D. Programization

If the bee containt may equipment, your thaintter moy pick the equipment up. At the same time, you may move the equipment marken on the Treetien! Display end got any ollited characters conjuntent of take contument nwny from them. Weapons mny be reloaded (if aminimitton is nynilible), and odt; and trust aid kitt may be used. Jun rony rearrange characters and cobute in his conteal on the Toctical Display, il Jim has been joined by new characters or robors, place their counters on the displan.

[4.4] COMBAT SEQUENCE

A. Initintive Determination Segment Determine the Alettnest Ratmgs of cat h btme (i.e., characters and cobots) involved in combat. The bring with the highest Alectness Ruting has the Fitst Being Segment, the bring with the second highest Briting then has the second Being Segmint; and so on, natil each

heing hast ondusted in Being Segment

B. Firm Being Segment

1. Movement. The being may either move ont box on the Tactical Display or change its lating by 90°; it may not do both.

b. Faulpment. II the being is it nined, it becomes nostunned, but may take no Intthice action, II it is not stringed and it adjacent to nn enemy being, it may threast that being in hand-to-hand combat II it has a litt weapon, it may not that weapon to nitatk nn ent my being. If it is a chincartet, it may txchange equipment.

C. Submounent Bring Segments

The being with the next highest Afertness Rating repeats Segment B, this continues nintil oll beings has tit seented a Being Segment. Once they have done to, n new Combat Ronad la begin Combit Ronadi are repeated until (a) yout thurst it i is dead, or (b) oil your opponents are dead or enslaved.

[5.0] Vitlain Detarmination

GENERAL RULE.

In order to will, you must correctly identify the collain responsible for warping the comunter't programming. At various times, your characters will meet some of the characters

who may be responsible, and will discover t later which may be to him idea refy the villain. There are sir possible i illaite (see 3.0) trach of the 36 Villair Chitrir it dor ble-rized

PROCEDURE:

cottett On one side of each cottet is pricted e letter from A to E, or the other rade tire six three-digit tit mbets and a sit git -digit ID Godt (see 2.3). 1. Sort the Villate Chite by letter. Stack oil

- thits with the same ID letter together. Once yor have six ittekt of tix thin each, flip each stack over sit that the cambered rides, not the lent ted sides, are shown at
- 2. Sht fflt the stacks of Villatt Chitt at or nd on the trible end select one thick at racdom. The objective is to choose a ctack of adaptically lettered Villt in Chits with out ke owit g the letter code of the estack. Move the checke t bot t on the table at til you has t lorgotte t the letters of the various stacks. Choose one sicck, and put away the orber this; they will on be reeded for the rest of the game. Avoid looking tith litters of the discerded there.
- 3 Roll one dit and place the Die Roll Chie corresponding to the comber collect in the Die Roll Chit Holdit & Box on the men.

[6.0] Outfitting

GENERAL RULE:

Belott the game begins, you must determit t what equipment your tharacter will britz with him into the space rearron

PROCEDURE:

- 7. Examine the encironment countries and t boose the ear in mer t yor wish to trike. Most types of equipment the self-explanations; come accexplained in 11.0.
- 2. The left-hat dit nober of riach eurroment courter is its Surper slop of Dicheliel post, [] you to cose a particular piece of equipment, you must pay that cost; move the Suspection of Disbettel markers or their track to reflect the expenditure. Note that the courtermix limitt the egelpmett which is an estable. For t sample, there are only two cutting lasers, ctd they are printed on the back of a breath mask and the goll ale b. You may take up to two cutting lesers, end ill you take borh, you may not alt o take either thet breath mark or the goll dinb
- 3. Teke the counters for the conforment you has e choseo and place them on the Tactical Ditplay. A cacanin that Jonly may be placed in the Surt box; other equipment must be distributed emong the To Hand, On Body, end Leg Sheath howes, (Europ ment that is To Hand may be used at once; using equipment On Body entallt e brief delay; and Leg. Sheath equipment requires a longer delay).

Not e: You must take a suit and you muy teke no to eight other pieces of equipment. Additional equipment may also be taken, but doing so entaits a Suspension of Dubetief cost Pay 6 Ditbellel Points for each additional piece of equipment Jabore and beyond the cost indicated on the counter). Place such equipment any convenient place on the Tectical Display. [Dirring play, oil excess equipment it considered to be On Body.)

[7.0] Movement

GENERAL RULE:

It the cottse of the game, most your thatacter's courter on the Space Station map. The mep correcte of the three melelcolored tings, repti sentice deckt, tettotindit g Jist's Tactical Display. Each rit g to separated from the others, at death is st bdivided into three bands of rooms. The other deck tt C Deck, tht middlt B Deck, at d the innet A Deck, A Deck it abore B Deck, which is above C Deck. Thur, for example, box AZ26 is above box BZ26, which is above box C226 Draing movement, your thriticity mat' move from his crirent box to rry It tert live det cet t box; diagonal moremet t it tor permitted. Movement from our deck to the next is permitted only it. Accesswip boxes, althoughdown ward movement t is a lso permitted value her returns laser

CASES: 17.11 ENTRY

- [7.11] At the beginning of the game, you mttl ditermine where your charaent wilt ct trathr space eletron.
- [7,12] Some boxes on the Spatt Stitlet Map are marked as potential cetry points. Place yout the taem i's port to it the Et try Box of your choice.
- 17 131 Or the first Game Tert, omit the Movement Step and proceed directly to enplotation. It is assumed that the character has reached the entry box without mithag-

17.21 LIMITATIONS AND RESTRICTIONS

[7,21] Alter determitrit g the adjacer t box to which you wish your character to move, determite the tittre of the bortdaty between the the two boxes. There are two types of bot t daties between boxes; bt lkheadt at d doors tset Tetrait Keyl, Note that durgonal movement in not permitted, nor may i theracter immo. Irom one box to reother without moving through the interrecting boits [Excaption set 7.5].

- 17,221 II the bot ndary is a belkhead, movement between the two boxes in prohibited unless your character or citharacter moint a with him has the cuttieg laser To Hand. [] the cuttling laser is available, follow the procedate ontlined m 7.4.
- [7,23] II the boundary it e dont, the character muct open the door before he can move into the box. Follow the procedure onlined in T 3
- 17.24) If Itm occupies on Accestway box, ht mey move from hit box to a box with the sume ID number on en edierent deck. Thus, e cheracter in A136 child most to B136.
- [7.25] If the cutting laser is arcilable, the charactet may move from one deck to the next lower deck, even il he is not in an Accessway box. In essener, the laser is being nred to cut e hole in the floor. Follow the procodure Onthrood in 7.4; if e breach is sucresolully made, more the connier one deck downward. Note that the later may zeet be nted to move npward.
- [7.26] A thatectet may never move through one of the beer whoes seperating deckt, even with the entiting leset.

17.31 DOORS

[7.31] Delegate one character to open the door. If no other characters are accompany

- it g your chiractic, ht is eutomatically t issumed to be the one oper to a the door. [7.32] Roll two dice; take the number colled
- or our die at the first digit of a two-digit number, and the number colled or the other es the second dint. Relecto the paragraph with the same or inberits the et inber colled. Example: if a 2 at d a 3 were rolled, refer to paragraph 23
- [7,33] Read the section of the paragraph labelled Dr or at d follow the it retractioner.
- 17.341 The door is amoussable at (a) the door it locked and the lockpitk it tot t vatitble; or 1b) the door is electrified and the iteralised glover are t of att tlable; It I the door it titt t g with monofilament at dispiyet tis tit tit ilable. The chare eter may not move through at empassable door, place at Impassable Door mucker it the box with the hinger image politiing toward the door, The door will tell be imparsable if the character terret
- [7.35] II a doot it lookt dit nd yout thi ratter for r berng with him) has r loaded laser pistol, laser rifle, slugthrower, or SMG, he mry shoot the lock out. The door is retomatically opened fremove the Impassible Door marker) tild the weapor it automatically t clouded: flip it to tit t cloaded sidt INote that robot's weapons rever become unleaded, and that robots may thook out locks with impurity),

[7.4] THE CUTTING LASER

- 17.4 R H you t character has the cutting last) To Hand, ht tray move through bulkhendr. floors, at d impassable doors,
- [7.42] Roll two dice tid add the nembers rolled; refer to the paragraph corresponder in to the resulting number and follow the directions thereig. Ext mple: If the tolk are 6 at d 4, tt fer to paragraph 10,
- [7 43] If you st octstilt by bit seh it looked door, remove the bit pay sable Door marker.
- [7 44] til you sntoen lully breach tilbt ikhead. or floor, place a Breath mittker in the box. If the breech was made to a be lkhead, place the market with the Brikhtrd Breach tide no at dipoint the top of the counter toward the tide of the box where the bit ach was made th the breath was made it the floor, place the metket with the Floor Breach ride np.
- 17.451 A bulkhead breach opens a permanent meant of access between two boxer. On Inture Gome-Turnt, your charecter will be able to move between the two boxes without nsing tither e doot of the cutting laser. A floor brench will elways ellow downward movement to the next deck.

[7.5] SPECIAL MOVEMENT

- [7.5]] Boxes A107, A123, A137, and A153 tre connected across the center of the roace tration by a shuttle moving Inside a tube. A cheracter may move from eny one of these lout boxes to eny other without moving through a door or name a culting laser.
- [7,52] tt your charecter has e Innetioning thit, he may more from any Entry Box to any other Entry Box. In essence, he tt moving ontride the tration in space It om one Entry Box to enother. Any cheretters with him who lack Innutioning snits must be left behind.

[7.6] BUGGING OUT

If your therante efters there and you roll for the context of the box, you may decide to bug out. Referr you character's counter to the box from which he entered, plane as Impassable Room marker it the box, and continue plut,

[8.0] Exploration

CASES

[8,1] RESTRICTIONS ON EXPLORATION

[8 tt] After moving your theracter into those box, determine the contents of the brx.

[8.12] Roll two diff, taking one roll in the list digit of a tember and the other archesecoid, refer to the pringraph of the tame tember.

[8,13] Read the section of the parright ph labelled with the type of box your changing but in three [Accessway, Accommodations, Corrido, It dustrial, Service]

[8.14] Some paragraphs stipulity that thought massable. It such a case, place an inpass the Room market in the box and move the themsett back retent to box from which herefused. He may content the box row or or a linted former-Term.

[8.15] If you have noticed for an Acceptancy box and their move from the box to a confine deck, do not coll again for that see box; if it of this same type [anil-gravity be, alevator, or whether) as the box por laft and contains onling of the resets.

(# 2) PREVIOUSLY VISITED BOXES AND CHARACTERS

[8 22] If a character moves throught about or cetters a box for which his priscler shy solled to delicitate a paragraph number, do to coil table. Pit sumably, you character deals with the oottent of his box of the door or his prictions assist, and to he the creweit parameter from the precision of the costsary. You should held the your rarely forger which boxss your character has suited it, however, you do forget whether or not he has neited as box, roll for this box of the 128 miles of the 128

IB 22] If a paragraph strict that your that acter st court term; tharacter you know to be dead or who is currently accompanying your character, ignore the paragraph. The room is impty of characters, although other especies of the paragraph description may refill toolly.

18.31 ALERTNESS CHECKS

[8.31] A paingraph may reprire a being to undergo an Alettness Chiek.

[8,32] To resolve a check, not two dice, add the numbers coiled together, attd economic the resulting total to the herne's Alertuess Rating. If the number tregonal to or less that the Alertness Rating, the being has passed the eherk. Otherwise, he had falled. The paragraph will stipnish the effect of passing or futing a check.

[8.33] Note that the Alectoses Rotings for Jem and Angelina are suriable, while the Alertness Ratings of all other beings are constant [8x18pt when connect, see 12.42).

[9.0] Clues

CASES:

19.11 VOLUNTEERED CLUES

19-11] At your third ceter it vestigates a box, yot easy br instructed to refit to a Villain Chit. Ext imple Yot, will be told to "refer to Yilliar Chit ext." It there easy, find the Villein Chit with the Ut into the precision of the third the Utiliar Chit ext. are so, Villain Chit ext. are so, Villain Chit from the Utiliar are so, Villain Chit from the Man You will have discarded off so, out the Six. Take the Villain Chit from the Mank you flower it the beginning of the game.

[9.12] Or each Ville in Chit, to three-digit tembers as print of (see 2.3). End this the tembers are print of (see 2.3). End this the classifier of the Die Roll Chit, For except, if the Direct Roll Chit tumbet is 1, network for First ember of the Villar Chit; if it is 4, retrict the forth of tember; and coform.

[9.13] Refer to the patagraph corresponding to the number for don the Villetia Chit. Extended in the Chit. Ext

19 2] STUMBLING OVER CLUES

Deting Itteraction in any Game-Tirm, you may thoose or "tumble own" a lue. Spet d 5 Stepension of Diebliff Points and move the Dieblif I markers accordingly; then refer to the Villalt Chir of your thoose and to the toppopulate paragraph. You may set in the own only one tilt per Game-Tirl (Extrapolosses 16.3).

[10.0] Combat: Set-Up and Initiative

CASES:

ItO.tl SET-UP

[10.11] All combar taket place on our of the Tuckion Displyes. If your character is Jung test the Join display; if your character is Jung test the Join display; if your character is Angelister, is set the Azeglima display. If both maid thanacters are congaging it combit in this same noom, ness eighted display out as the courter of the other character or the display in this same manner as your test plot mitted that access at a loobots. The position of your matter haracters is assumed to be the renter in the display, and other beings are placed in the economic testings sum oundings hip osition.

[10.12] Ontside the center position, the display it dissided into 12 boxes. Three concentus enreits — labelled Near, Middle, and Vin — are each divided into four quadrant — from, rear, left, and dight, Consequently, there are t2 possible positions around the central character.

[10.13] When combat it initiated, a paragraph will describe the deployment of opposing whole and ehiractett. It will state the number and type of cobets to be deployed and the namer of the ehirrar it is, thi hoses ou the dreplay in which they are deployed, and their facing. Examptin: "Securibot, middle left war? it extented you to place it Securibot counter for the middle sing in the left guidanat of the diplay to discontinuous contents of hearths lager? Seet of the counter so that this lager? Seet of the counter to bott away for mith cetter (i.e., toward the Factoria).

[10.14] Britigs accompanying your main thir rather will alterady be disployed or the Tactice! Display when combine begins, see Risonga meather, 15.0.

[10.15] Yor will note that the robot at diffusactes counters are dot ble-sized. When facing inward or ontwird they will oscill pith box bout diffus, It should nevertheless be possible to position these for nit is much that their position contributed with the diffusion.

[t0 2] INITIATIVE

[10,21] The order it which being (mail tharents included) move the datast is determined by their Alerties Ratings. The being with the highes Adorties Rating moves to dittake the highes Adorties Rating moves to dittake fitting the being with the next highest, and so footh. Note that Jam's and Angelini's Adorties Ratings depend on the current positions of their Alertines markers; the Alistites Ratings of all other thatact its aid tobots are pilt sid or their countries feed 21.

[10 22] If two or more beingt have the came Alerte est Reting, they move and effect in the following order:

- 1. Meine havaetters (Jim eed Aegelina)
- 2. Beit gs : compt t | mg mttt charactert
- 3. Other than cricis
- 4. Other robott
- Note that there may be more than one being it each eategory, in such a rese, you must decide wheth acts free.
- [10,23] A stunned being's Alterness Reting it always 3 less than its printed rating. This rules does not apply to Jun at d At cells in.

[11.0] Combat: Movement

CASES:

[t I t] EACING

[11 11] During the movement portion of a Beng Segment, the beng may rither thengate facting by 90° or move our but or the Testeri Diplay, but not both.

[11:12] The facing of a being other their Junor Angelina is changed by rolating the counter, Example: A being lineing elockwise on the display could rotal to face inward or outward, but not conflict lineing.

[11.13] The fating of the characts at the center of the display (Jim or Angelma) is changed by moving all of the other counters on the display, Example: If you want your eharacter to turn left to line the counters in the left quadrant, move all ecounters on the display, ou quadrant in a clockwise direction. Thus, the counters which were in the left quadrant are now in his fent quadrant in the has mired to the left. If the timed eight, all counters would be moved counterebock-with.

ring, but that gridt adtraits. Remember, wher Increase Julii, by maintain the same lacress for t hatattets and tobott who that ge quadrant; (t.e., a cobot that faces counterclockwise it Jum's left quadrant continues to fact countr relock wise or ce it is rubir front or advant I

III.21 MOVEMENT

[tt 2t] A being muy move our box in the direction it lates only. For beings other than the main thanacter, move the being's rout ter it to the box its head points toward. It may not move into any other box. If the being is the minit tharactt, more all bett gs tt hit from the addust one box toward fact a toward the tenter of the display) - except that beit at already it the Neat Forward box remain there - and move all beings to the terr quadrate one box tway from the center except that beings tittade in the Fai Rimi box rematt there. Beit ge en the lett at daught graduant do rot move. No faciligs are that god. Exempto: There are beings at the Near Fittered box, the Fat Reat box, the Left Middle box, the Right Far box, the Far Forward box, and the Middle Rear box. The fittt fout beit gt titt i of moved. The Fat Forward being it moved to the Middle Forward box and the Middle Reac being is moved to the Fat Rent box.

[11,22] There may be eny timber of beings in a green box talthough only the mate character mns occupy the ceet to position).

[t t 3] UNCONTROLLED HEINGS

[11 3t] Chamatera and robots which are lighting your main character follow a nigid movement procedure. You make no choices for beings you do not control

[11.32] Drame the movement portion of such a bear e's Brat e Segmant to it with move or into according to the following schedule of preferences - i.e , il J applies, it will follow the instructions of J. d not, and 2 applies, it will per form 2, etc.

- 1 tlitht beine is not laeme inward, it turns inward (Note, lot example, that if it were Incide outward, you could choose whether to In m. it eleck wise or conniteral took wise. It
- 2 if the being hat a tine Combat Value or component with ruch as alue, it does nothing
- 3 It the being in in a box containing an chemy being (i.e., one you control), it doct norhine.
- 4. Otherwice, it moves one box inward. III in the Near blix, it does nothing.)
- III.331 Guardiant, unlikt other tobots, may never move, they may turn, however.

[12.0] Combat: Resolution and Equipment

CASES

[12 I] HAND-TO-HANG COMBAT

[12.11] II. during the comment portion at itt Being Segment, a being is in a bor on the display coutricing as enemy houng, it must rrigger the correspondence in hat dischard comput. Your character and all characters and robott incider your countrol act entimy to all other beings, and vice i ersu.

[12,12] til there ate two or more cremy beings at a box, you may decide which of them is attacked

[t2 t3] tfactitimy bemilitit attit boxand lacke toward, it must togoge your muit

t hat actes this rule as percedes the proceeding t2 t4 Each being has t Httd-to-Hand Combit Stret gth. The strength of each tobot is pricted ou its citcinic i (sin 2.3). Charaen it have strengths printed or their corretter as well. These observer i strengths are used only when a thatt cit t it dt lt t drog against a handto-hand attack or when it does for have any comprient To Hint d, Whit i character attacks with enripmett To Hand, it tres the Compite Streegth printed on the equipment continue rather than its own Exception: When Jim or Angelena is attecked by a being tt tht Neat Frott box, the Combat Stret ath of concoment To He cd (if cm) is used to delend, not the character's Combat Streegth





The mair characters, actilet orders, ast there printed strengths in dilletise only when attucked from the reat or side or when they have no egt ipt tent To Hat d.

[12,15] To resolve a hard-to-heed etteck, inbitract the Hard-to-Hard Combit Strength of the best g inbject to the citack from the strength of the attacket g beit g. Retri to the trand-to-Hend Combet Ellects Table (12 th) Find the rembered loulated at the top of the table. Roll i die, find the number colled along the teft-hand side. Cross-reference the combat differential with the die-roll to vield a result. Combat retriks are explained in 12.4

[12,16] Hund-to-Hend Combat Effects Table (ree mapt heet)

[12.2] FIRE COMBAT

ft Z.Zt1 tll a betne it not required to engine in hand-to-hand combut and has a fire weapouor Fire Combat Value, it may engage in fire combat instead.

[12 22] Some cobots and some plecet of contoment have Fice Combat Values (rec 2.3]. A robot whose connier has Fire Combat Value is considered to trave a line weapon: a character hat a line weapon if he has a piece of equipment with such a value To Hand

[12,23] A being facing elockwite of counterclockwise relative to your main character may lire into ant of the three boxes In the quadrant toward which it taces. Example: A being in the Middle Right box lacthe counterclockwise could live into any of the three lorward bour

[t2.24] A being lacing ontwatd or inward may fire into the first occupied box in the being's quadrant in the direction it facts. Example: A being in the Fat Forward box could fire into the Middle Forward bin. Nem-Forward box, or at the main chgraeter, tl. however, the Middle Forward hor were occomied, the being could but only throught berendnt terther,

[12,25] Beitge may only fire it cremy beines. Only one being is the timet of a given tire arrack. You may decide while being is the target il thrit it more than ore possibility However, a being you do not control will entometicelly live at july mail chainster wher ever postrble.

[12.26] To resolut fire combat, find the Fire Combit Valit of the littig being or equipment at the top of the Weepott Table [12 28] Roll two dice, t dd tht rollt logether, at d fit d the et mber clong the left-hand side of the teble. Cross-referer ce die roll at d Fina Comhitt Value to yield a combata llast. [Eltecti are explained in 12.4).

It 2 271 tl one of a matt character's come it wor nded, inbiract J from the Weapote Table die roll where he uses a weapor, it both at mt att wot inded, subtit t 13.

[12,28] Wr spont Table (rec may wheer)

[12.3] SPECIAL FIRE COMBAT RULES

[t2.31] Grrrades work differently from other kit dt oll ogt ipmet t with Flit Combat Villes. At haracter with a gret adt. To Hand man throw the grenade it to try box into which he could lire. All beings in that boxe to subject to t grenadt attack; resolut at for other kieds of fitt combat. A grenadt thrown a twour main the racit or tsor theeti all beit at in Near boxes. The gret advis removt d from play after its; theats are determit ed.

[12.32] Ger gner and gar greendes beer no t Heet or robott or characters werent a leactiot il suiti ot breath misks, Gi i does alfect er protected characters; mallne criouit g suitt arr coprotection against gas.

112,331 The Bartendtt't weapon, nnlike those of other robots, may become untoaded. The Battender has an S rated weapon. because he earties a impoly of thot glasses. which he may propel at girat speed. This capability is generally used to slide glastes down a bar, but provides a useful makethilt wegpon, A Bartrudet becomes unloaded in the same way as other wrapons: Battenders may never be reloaded in the contro of the game, though they may, of course, emage in hand-to-hand combat.

[t24] COMBATEFFECTS

[t2 4]] At a result of hand-to-hand or fire combet, a being may suffer a combat tesult ol S or D or no effect at all

[12 42] An S result stans the target being; if it is a character. Hip the counter over to its stuffned side; if it it a robor, place a Robot Stunned market on the tobor't gounttt. A stanged being loses the equipment portion of hs Being Segment. It may move and change lacing, but cannot intifate hand-to-hand or fire combat or exchange equipment, At the end of its neeless Engioment Segment, it becomes nostunned. The Alectnest Rating of a timitned being is reduced by 31 or mitrative purposes Exemption: Jim and Angelina do not coller a temporary loss of 3 Alertness Points il sinnned, Initead, they lose 1 Alertness Point permanently, move the Aleithest macker to reffret this loss.

[t2 43] A Dieself destroys or kells the larget being. Remove its counter from play. Excontion: Jum tild At gelint tire not killed by Directits, but are worinded instead. Rolling dit tild relet to the Wound Tible (12,27). The extry corresponder g to the die coll will it directs the ones of the checauter's body which is wout ded. Flip over the appropriate body part courter or the Tectical Dicolay to the wonsided side. If a character it subse or at the wout ded at the same body area, ruit on the Wound Table retal at enwoneded body area is rolled. A character wounded le all six body theas it dead. A Dialto tatises a there eite's cert to malle nettor and corte t mutt, the text of the Alerthess Pointe.

[12.44] A risk I to the Weapor's Table marked with an activit 19 indicates; bit this fitting, weapon it incloaded its, totoladed without weapon out the rounded. Flip the weapor out the rounded that to to determine the totoladed that the combat interface is not some the totoladed fitting patient 12.33. Weapor immitting to met to be compared to the totoladed fitting and to the totoladed that the totoladed that the totoladed that the totoladed that the totoladed the totoladed was once see 11.2.

[12:45] Your character may rivoid to that result by topending 2 Sinspet sion of Ditabelief Points, or a rold it worted by topending 5. May rether the Supercior of Ditabelish markers to reflect the expendit to and up out the silects of the combanities.

[12:46] A straned being remattrittrined intitl thrend of its trat Equipment Segment. At that thir, timove the Robot Stinened micker or flip thir haracter to its not in med micker.

[12.47] Wound Table [see map theet)

[12.5] EQUIPMENT

[12,51] Characters other than Jim and At selfer me; weather that and carry one pleas of component tech. This piece of enipoment may either be To He of (expresented by placing the enipoment courter on rop of the tharacter counter) or Or Body (expresented by pleaf at the haracter counter) or Or Body (expresented by pleaf at the haracter counter).

[12 52] Durit g a tht tacter's equipment por-

tior of its Being Segment, it may twap one piece of equipment it the To Hand box for a piece of equipment in its Or Body bot. A character who tacht t ges out form it i muy not also t t gags in hand-to-hand or fire t ombat. [12 53] Jim and Angelina may aach eatry nina (or more) pieces of equipment. During an Equipment Segment, either may [a) swap the contents of his To Hand box for the contents of an On Body box, or (b) swap the contante of an On Body box for the contents of a Leg Sheath box. Nota that one of the int plyod boxes m a twap aan be empty. Nota also that it allectively takes two Combat P outdo to move a piece of equipment from a tieg Sheath to a To Hand box. A abstracter who

[12.54] If a licently, character is fin a near box, your main abstracter and ha may young the conjument they eath have To thaid. Neither that partial may otherwife a wahning equipment, fing or anguge in hand-to-hand combat during the same Combat Rennic. Similety, two abstractors you control in the same box may twap equipment To Hand. Sim other hands of the same too may twap equipment to the distinct of the same too. The same that has the same that the same that has the same that the same

exchanges equipment may not alt o angage in

hand-to-hand or live combat,

[t2.55] Roboti mt y nevri carry equipment.

112.61 UNCONTROLLED BEINGS

[12.61] Beings you do not control follow t ngtd procedutt dutting the Equipment Segment, you make it with above for being you do not turnel.

[12 62] When it is the Equipment Segment to a being you do not control, erfect to the Euemy Equipment Flows hate.

II.2.63 Look at the unexturn at the import Ithand a ided of the flowshart. Answer the quincition it your mit d, and follow out thratch be then the mental thing creation, depending on the it rever. This will It add other to antistruction, or to at orbite question. If the branch ladd to a fit trunction, I look with iterration. It is swifting a question of the flow-their leads to it or other question, at swer that question and moving down the flowshart mild pain iteration is teached. Follow that it struction is reached. Follow that it struction is reached. Follow that it structure in the being it it ow over

[12.64] Enemy Equipment Flowt hart [see page [6]

[13.0] Special Equipment Rules

CASES

113.11 ELECTRIC PROD

Although the electric proof is lineed on the Wet proof. Table, if it is not it filts combat we port. It is used excitently to hand-tohard demand, When it the cite with proof To Hard amitists a hand-to-bit of titate, real of this Weapois Table and only the Ecolemic and typhy the tesnit to his target, instead of resolving the attack commission.

[13.2] RELDADING WEAPONS

Il 3im or Angebre hat t wer por reload Or Body fit a weapon that it of Hit of, hit may tapet of this wapon teload [remove it from play) and reload the weapon disting the equipment poritor of the Bising Segment, Fig. tha weapon counter over to bis loaded side, Reloading a weapon taker a limit Egntpment Segment, during which time no other action may be taken, Unloaded weapont may slob per loaded dipring Reprayangation,

[13.3] CIGARS

Hacharecter has the hormdor To Hand dirling into Equipment Segment, ha may light a
cigat. For the remainder of the Invastron
(i.a., for the rest of the consist in which the
again till, I is inbursated from all Weapons.
Tabla dis-cold when that cheater is which
pected to fire from an Lot IB weapon. Ha
need not keep tha himmdor To Hand to aontime receiving this benefit. This rula
represents that artainating effects of simelaon laser fire. The himmdor is considered to
contain an inflined countro of tigaes, to this
character may seneka a agait each time he
enters combatt you hake.

113.41 SUITS

If the target of line from an I of LR weapon is

wearing a rule with reflecting armon, 8 is at betteracted from the dut roll of the Weapors Fably II the target of it fire combon article from 1.5 or 50 weapon of the triple greated from the greatest product in substantial from the girl roll or the size and the same from the girl roll or the greatest product from the girl roll or the greatest product from the greatest product and from the girl roll or the greatest product and first coloring six to greatest a from the greatest product and first coloring six is done to product against gas, but tittle freet from 18 it in it does not be greatest product and greatest product product and greatest product product and greatest product prod

[13.5] ROBOT SLAVERS

Robot slavers, unlike all other kit de of eaci poners, in her two Combits Street gibs. The first is lot a spatial characters, and the second for the against cobots. If a character with a robot slaver to be not influent a O combat easi time in unfailed by the cobots, you immediately page control of the cobot, you immediately page control of the cobot, and cett is control for the symmetries.

[t3 6] GRENADES

Illumination Gretadea: When combat octres it a dath area (see 14.2), that acter may throw an illumination grenade into a ty bot of the Tertical Dipplay. Por the remander of the combat, the display is considered lit; darkness rule speak for pply.

Smoka Granader. Smokt grenades tre throw It to be sarm manner as other grerades. A box or the Tactical Display it to which a smoke grerade in throw; is considered in Ito Samoka for the term index of the combast; beings in smoke-falled boxet ere at beet to darkness rules (14.2), and being the outlind emoke-falled boxet may not fire tito or through ret in boxes.

|13.7| NOSTEUMS

[13.71] First Ald Kits and Pr it Pitts

During Prorganization, your this ractic mity expend either of these pieces of entimper to cuts one wound. Primove the engineer courter from play, and flip over a World marker to it in its wounded side. Aleriness Portt lott at a tettel to I a would are not restored by first tid kits or part pild.

[t3,72] Snotch and Pen Pitir

Datit & Reorganitator; yous character my expend elibst of these piects of enginem into mercacy your sharacters's Alatmess Rating by two point: Mova the Alatmess Tacking by two point: Mova the Alatmess market to reflect this intense. The intense is considered permanent within this scope of the sidered permanent within this scope of the more above \$1 list does so, flip that Alertness market over tothe + 40 rote and assume that the Alertness Rating is actually lain greater than indicated by the market's position.

[13.8] MISCELLANEOUS EQUIPMENT

[t3 ft] Reahlight A shatacter with a flashlight On Body may

ignorathual lectr of datkness (14.2), but not the effects of emoka

[13.62] Insulated Gtovol.

Some paragraphs describt alectrified doort thyoni character hat insuleted gloves To Hand when you first to such a paragraph, ha it protected against the affects of electrification.

[13.83] Loakpiak

Some paragrapht describe locked doors II

this is the time, and your character has the lockpick, you may immediately swam the equipment your character has To that d with the lockpick. The door will now open that vote character will have the lockback To-Hand, which may t ot be tentitly uself I if the room het titers cot tait rienermes).

[13 84] Monoblement Solvent

Some paragraphs describes doors strong with mot of lamet t traps. Mot of lignett it it molect le-thio fiber capable of cuttit g through almost at ythir g. Your character will bt ntuble to move through seth a door t nless he has the mot of lument solvert. The solvet t is removed from play and the door becot us nassuble.

[14.0] Vacuum and Derkness

CASES:

114.11 VACUUM

[14.11] Some paragraphe stipe late that a box is sucut m-fitled. If yout that noter entert such a box from Our that does not continu theunin, ht (at d all beitgs with him) t t dt tgo decomptessiot.

[14.12] For each tobot and lot each tharacter wearttie a Intitiotial snit, coll two dice and refer to the Decompression Table (14.3). Fit d the entry on the tuble correspondimu to the dee coll.

[14,13] For each character without a suit or with a mulling effourt a sure, roll one die, add 6 to the die coll, and relect to the Decompressior Table.

114 141 A retrilt of Europment Breakage ment that one meet of equipment trarried by the character (if any) is decreased at diremoved from the same fyou may decide which); a result of Suit Mailuteriou means that the thetacter't trilt (il at y) is no lot get ait tight; flip the certer or niter to ite Mille netion ride . Other results not per the combat resulte.

[14.2] OARKNESS

[14 21] Some paragraphs stipulate that a box is duck. When combal occurr it such a box. hand-to-hat dicombat its inhallected, but movement is affiliated.

[14,22] Dunit g a being's Movement Segmet t. roll a die: ot a toll of 1 or 2, the beit a tt tt t left; or a roll of 3 or 4, it mover nhead; on a roll of 5 or 6, it mans right. This rule annlies to major characters at well us other beings on the display.

114 231 Duting in being's Earlbment Segment, it will engage in hand-to-hand combat il possible; etherwise, it will informitically fire n weapon or throw n arennde il it tinn. A thuracter will line it weapon if it has one To Hand. The weapon is fired lotward, thetre is a being in the line of lite (regardless of whether it is fliendly or entirely, it is enbreet to n fire combat attnck. If there is more than oue potential target, determine which is to be the target of the attack by somt random merhod

[[4, J] DECOMPRESSION TABLE

(set mapsheet)

[15.0] Reorganization

PROCEDURE:

Dutitig Reorganization, determite white contour of it is not allable, including contourent tt the room according to the paragraph description and outripment entried by defeated enemies. You need not pay Sasnet soon of Drybtlit I Poit to lot equipment yor pick to while it this pace itamou. This, exchange and allocate comprisent as you wish. Ear ipment may be moved from box to box on the Tactical Display, gives to or taker from frice diveloaracters, etc. The only limitation range the limitations on the amount of equipment tach character may catty. At any time, you may increase the carrying capacity of your matt i Naracit i by our piece of equipment by spet dat g B Suspet siou of Disbelit f Politts. Note that taket g more that nice please of eactoment mixinity terreases. your character's earrying capacity for the rest of the gume.

If you leave any equipment behind, place the ear romen) rornters in the box or the Space Statiot map, You may retur at a later Came-Titti in order to pick it up il you with. Jim and At gelit a may temove their vact timsuits il you with. Removieg necit opece np on empty box or the Tactical Dieplay which may be red to hold at y other piece of equipment. The "seit" box becomes an On Back box, at d is treated in the same manner as Leg Sheath boxet. A trust may be tedot tied dutit & Reorganitation on any subsequent Game-Turn Mic or cheracters may not eatry two pieces of equipment by forgoing and it.

Once equipment is dealt with, arrange all thatacters and tobots ut der yout touttol of the Tactical Display. The correct of beings necompatiying york thurseter are always placed of the Tactical Display. They may have any lattice and may be to any quadrant(s), but must always bu placed it near boses. During a forgat ization, you may beely change the positions of friendly beines, within these testriction to

[16.0] Deactivating the Computer and Winning

CASES.

116.11 DEACTIVATING THE COMPUTER

[16] The computer is located in box B246. When your character caters this box, tere immediately to paragraph 75. Once you heve followed the instructions of that paragraph. the computer is considered deactivated.

116, [2] Immediately after deartisating the computer, you may "stumble aver" number of clues (tee 9.7).

[t 6.2] IDENTIFYING THE VILLAIN

It 6.2t I Once you have deactivated the computer, you must attempt to identify the villain. State your best gnest at to the villatn't identity, then flip over the Villatin Chite. H6.221 Refer to the Vallmin Mintrix (16.25)

and pross-reference the ID letter on the Village Chatt with the number of the Die Roll Chit in the Die Roll Chit Holding Box. This will yield a three-digit number.

[16.23] The three-digit number from the Matrix is the paragraph number which edee tilies the villain. Refer to this paragraph and Itt d ot t whethet you were torrect.

ft6 24H H your guest war correct, and your Stepension of Dirbelit He dex is 75 or below, you have won the game.

[16,25] Villain Matrix

(ser munsheet)

116.31 SUSPENSION OF DISBELIEF

H6.311 II. at any point, point character dies. the St spension of Disbelief Index exceeds 75, or you incorrectly identify the villait, you hast lost the gamt.

[16.32] Add 5 Staperator of Disbeliel Points For each character your main character kelled. dnring the game. You lose no points (I (a) you "Eitled" the character with gas (which actually kt ocks ont the thanaert tilos tht draatrou of the game), or (b) thet hatactet attacked your character little.

[17.0] Playing with Two **Pleyers**

GENERAL RULE:

II two people wish to play Return of the Stateft is Steel Rat, one playe Jim and the other At gelina, Each has his own Tactical Display

PROCEDURE:

Drring ret-rp, the two players afternate thoostig tonipmitt, at each hat a lair that it in the equipment hi wants

The players' characters must enter no dilleri fil poit is on the Space Statiot Map. Duting the game, the player's alternate

Game-Trens. tl one player's character enters a box previously distited by the ordier player's

thuracter, the box will be empty save for egripmer Helt by the little player. The two players musy not remain in combut.

with one another.

If the two players' that netert meet one autothic, they may, at the players' opinot, more together; the players then take each Game-Tutt nt the samt time. They engage to t ombat togerher; place of t of thet harattt tt' countries of the Tactical Display of the other. it the turne munitier ut for mit or tharattert. Where are enemy being it directed to attack a "major character," it thould attack either Jim of Angelian, whichever is nearer.

When it player't chiracter denciranter the computer, he immediately has a chance to Identify the villnin. If he does so snecessfully Jand hit Surpention of Disbelief Index it 76 or lest), he hat won; otherwise, he has lott. II he loses, the other player marr immediately nttempt to identify the villain (he may strimbla Over as many clues as he likes before he does so); If he correctly id: ntilier the villain and his Suspention of Disbelit I tadty is 75 or lest, he has won. Otherwise, he hat lett at well; it is positible for both players to lose

Note that both players use the same set of Villaco Chitc.



EVENT PARAGRAPHS

The Return of the Stainless Steel Rat. It is strongly recommended that the playen not much through the entine Panagaaphs Section; examination of the panagaaphs, other then those to which you are referred during play of the same, will deathoy the element of suspaise that in no impostant to the game. Note that when a panagaaph yelen you no the unprocessing of another

Note that, when a panagnaph refers you so the insurance of another panagraph, the symbology "> *" in med to underte the new panagnaph mimber

These pasagraphs, assumed numerically from 001 to 225, are the heast of

001. Monofilerwinhtrowthrowth the detallopering. The chance has falled to see the antemptry the west and the sind on more the norm. He has been out of the monotifyment the sinders of the techniques of the chance of the ch

002, its this door bugins to bean, it are door sectal beneath the feet of the shearcher like opening checulities being the specing checulities bringing to see door like opening checulities bringing to see door end disappear. The standardard the group may keep over the day and wall through the special seep over the day and wall through one of the group may keep over the day and wall through the special standards. The standards of the group may keep over the day and wall through the special standards of the special standards of the special standards. The standards of the special standards of the special standards of the special standards of the special standards.

003. The acceptaining is 8 must grain table. However, the grantly a ou. The abstractic protected they before a septioning our over-energy space. His suffers on its effects butther as cause, main position tread as moving on should done. Carefully, James The photodeter linguish the facial and

sementing goes source. The broken Discerd to.

904. The eccessway is a sorticase. Someone has sawn
through the merial sist in the rest sole, buckly, that wate
earlich before the responsers used of you are careful, the
stress are, of the asset

Consing Leave. White curring mee the floor or wall; the leave cuts time a water went. The leave is given-contained find a find all for each motor you concern to a 1% that motor short assumed as well. Hemove the leave and short contained with the motor than the series of the contained motor from the contained as well.

005. The elevator works jerkily, but satisfactionia Correcting Leaster Character supposeds at making branch

906. You sharacters on no on A Deck.

Curtons saver Chapterproceeds in melting breest.

007. Your sharecard does so Carteling Amount Chest oter timecoads it making breach

000. If a explosion replainthrough the elevator, is charge on the calle has blown of the occessively is on C Deck in a new expensible. Otherwise in planments to C Deck and at the earth or expensible to a de hor each being of this

stevetor h=4 pg effect, \$=8 D Certifing Genery Character succeeds is melting breach

QOS. Jan or Angelina halfs into the box on the Space Stabon map over deck lepton hal custine box. Note of his obserces and robote file with him and he is applied to from them. The new box consults 2 Securities to life year meaning, middle laft site at the of T Mices Gun (middle publishment).

Cutting Laser: Character suggested as making broads.

0.10. Monofiliamental interest she door operang. The character sew the extramely that wall, and catalitie limited before watering through it. However, the majorial and makes the door impassable, it may not be used exceptibly expending meneral timers as always.

Curring Laws, Willie sulting the with or calling, the sharecer a spleshed by motion motel. It has sweening to sure, the suit protects him has malfunctions (tip he season) Diherwise, the character suffice a Directly is breezell a successfully made.

911. Accesswey: Choose one being to enter the solution. This being makes as Afericass Check, if a planted, P.03, histoise, P.03, histoise, P.03, histoise, P.03, histoise, P.03, histoise, There as his Olertard such anothering pool is the morn with beach chairs around 4 and a part of the manual the norm. A deed book is kind fact down in

the center of the pool if you writer, P. 125; atherwise, move duch out of the bor. Convident There is a communications divide along the sade of the country species (in which pase con-

tions plays or speak was hitle which case # 072h

Depart Door is electrified thinks characters a not weating giores, not as the Wissoons Lebie ander electric proof and

gioves, not an the Wismoons 1 able under electing prod line apply she result on the she rector feature for Yeu have entarbot the sing help, share is no sh

— only vacuum. The base is a hoje othern down it states with genetice the doctring point cartered about the ships are presently doothe. You as immediately equated did Capraconnian (fir front stochwatel, 2 Statesed set that left invent, for right invento), and it Gentley (modele left stochwatel).

Service. You have entil be a scorroom contenting goods for a gourner plear. Cleate, chattel, white, the nallous other goods aprocedured about. You may obtain Sootch above a humber the aligns in you with

Curridg Cases: As you begin to out, you note than the war pmby on your least rune outsoday. The laste promotly talls if amove it from plus.

012. Accumweb: Choose one being at enter the box That being meves an Avancies Chock in hipsasser, # 804, if high, P-96?
Accumentations: You have nutreed Marsha I recon-

see, a area surrying designer apacs equipment. All his rectains in your party help solution should not and any white mellousement surror may make the subrevel to design or the mellousement of the subrevel to design surror and designed the subrevel Coercidors. I Hand virtue in a 1th the propersion of solution of the surror and the subrevel of sona of comments.

new rug is she comdor themsels (from teaclockwise).

Geor Deer is leckbo

Znekarishe. You have outstead wast secret to live it in intesists messi foundry. The floorist strews with what seem to be particely round helt beeitings, is you say no wast on this floor, you will still, and breight your spine. The box is intecountries, with still, and breight your spine. The box is intecountries with the properties.

Service: You have just entered a spercety exportible condition apaiement with a pull down bed she shall this chereits. The filthy Corons is subring on the level she justing of you jarogaly. You may ettack (at MS) or begin a convenience in MSO.

Curtifing Later: Someone forgot to replace the powerped on the later Ithela Remove a from this

013. Accommency: The accessively is an elevator. You may enter the 0731 at leave statione, it which case you may not use the accomment habiture proposed.

Associamentodestorar: You have outered 1% Greep Goh You Tongus, a enable alle apsociating an Votorian custice (him empty in the latches at principles) peckled and controlled greeps. Where an Africanse Check her youarnals always service the passas, a NOS, he he last, a 128, and the controlled propers which was not the passas, a NOS, he he last, a 128, Carristion—This force of this certified at both where a refull of nose at controlled and the controlled propers with dispatiently the ray at shortly troke last dispass, at consistence of monotogeneous soles with the state of the consistence of monotogeneous soles with the state of the consistence of monotogeneous soles with section of the consistence of monotogeneous soles and the consistence of the consistence of monotogeneous soles and the consistence of the c

Deter Make an Alextrees Check for the opening characon it this observate half at 00th the possess at 0th resturbed. You have much he airplant — at plant roomfalled with valle and pretty. Air bubbles through guest valle of algae, replementing the cargon and compactoring in

the may poor may make ligh your wigh-

elevahus is the sittle of the situation of the situation

Q14. Accentionary: The accesswork is an elevator. Yeu may decide not to built his which also, comman play) or is use hits with is case. # 2051.

Accommodate from: You have entered the Process
Subs a passist set of two befooting and lying room with
be, gold all pool district, itselfact efficy area and
work space. This is often deferred with dishing a reason of an
old Copulation A. Dinnes statem. You may strong the
or open conversalpoin! = hittel
Confident The Complete is date. You may move down it.

(#-074) or model if, of whick leades back out of the box

Perent Deer nothing

Instantion* You have entered a dark vacuum http://opmwith ou granty. Make an Mannata Check for yourmen character, his passes # #07, if to finit, = 175

Service: You have extreet a contact cent of some Knd Theat a controval mode as expurers expensely said and direct occoming smittles that lot, at summerced uncether to an effect at the reventile in Indication almost an direct controval and the reventile in Indication almost and service central collections. The controval is the control of service central collections are serviced as a service control precreased and the control of the collection of the Space Season may not lot settle, as per the montal precreased and the collection of the collection of serviced and the collection of the collection of the service per perspetation and collection of the service perspetation of the collection of th

Q15. Acceptiony. The ecospoyary at an elevator flour may shoose buttle buser it, is which case you may necessable scenesary, or you may use that Z2SI

Actions redulations. The injury is a highelactic empty stood-hazed aphylotic and an appy colors, walk a single buth You may delegate one-being he assessed to be roombel 2750, or proceed contrally.

Chrolistan: The councilor of stark. As you enter it is been a fixed toward you. You may tehnisach in response, if h34,

Ibi shoot "who's there?" m III1, or latiosa your flashlight lassuring you have onal to see who is shore, III 153 Door: Door opens

landwards from the unit large well-fit room, the center of which is occupied by a massive, palsahing tump of flesh fed by twitters obtain. The large is, which, clustion make bong grown antifemity. The seen along content 1 farmer than models maked. Till any find life aboveant, and 1. Stevaders lifetimes accommodactivese) which issuedates mediately among your properties.

Sarvice. You have outprod a two-room a partment with a walk-seed video screen. Putz is storing on shallbed reading Good-writte in Comportunica. Acas. 1 ou mag. steact. 19—143) or comportunica.

016. Accesswer: Ted accessory is a staticate beingam one-bang to ensert and #-077. A terratively, you nay decid only 17-use 1 and continue play. Accessorses/balance: You have nacered an entiry tree.

moon private spartments at visitatils Orienzal carpia likelion. Whe Book and stad flammata in of the rocects Impunits Zorbbarchia septil. A books of pergigits stands on the service by stad bod, you may mail aid you go dawa. Overfalors Along the sole of the complete in a boal liabshillad.

Composes: Apon give soes or the compor mis bost seemed.

Threspectly Saminor 1 our may pass into 1 or choose doubling an open site bost 199-0781.

People The door grown.

Description opportunity of the property of the

Service. You have envered the curve lounge Incommiss a number of contionable chaim. It has Ted IT softice disputation to post the property of the property of

Q17. The villars made have had access to areas of the aca box off-tmits to visitors (958); thus, Wolcold, nous am not employed is rilminated Dr. Putt and Trine support each other's Tigmes ID48, (980) and peether have reason to Se, they mis elevationed if Governa's story (B18) in cornect, all tires other characters have alibe and se one mithe vitaln - sa monaudăry Centegnanty Counce must be tyring Either Corona, Start, or Arts was use in she restaurant. Sterk says od waren't IDSBI writing makes him o tospect, but he has a russon for tying, the doesn't want Trickers known to have been seen set tileura. Furnharmone, it Stark were out them, why would both Rice and Corona awy he was 0018-0831? If Rits were not limite rescourses, why would Corona say she was and will would Stark deny shan he wast thus 1 Corona west not m she reasourest, she account talk into place is in mitofing the truth Stark is tyring to avoid Trinia's wealth. Corona is aleverly supporting farm a mory in order so lend anadence so his even As important port in thesian one claims to have seen Corona Corona has rotalibrard in the vRain.

018. Case: Corona says ad saw Stark timing with R19 is chemidian to a

019. CherTone says she was writ Da Futz.

020. Clear Stark dervise ad even in and restourant, he

South Bid with with 1 rans

021. According to the accessively melling average and According that Tou have encoded and study. You will delive the study of steps of stopping according to the study of stopping and study and study according to the study and what state the your study and what state the your

Correlor: There ms 2 Secusidate (both to from invenid)
Thig specifier micromber

Door* The door malecrified. If the being it networking gloves into unithe Wespons Table under € and apply the result to fad opening being.

Individual You open this door, shall be no watcome-fitted (sindering disconting satisfied). This below shoping is used process by special adversarial paper of light entires from special and in focused outsing gold of some find, at it is seen as to be opened outside and a special paper of the seen as the immediate outside and subsect in for many large out, or puty infinitely.

Service. You have entered what appears or all a communications assume a seaming a sember of hyperdetecsors, or afmagemental Journalisms investigation and distillate consider. If you would, you may investigate the consider mitted of the control of control of the consider mitted.

DZZ. Accessment The socializing millimeters accessed to a horizontal status. This have pulsered a horizontal status Among other equipment in portains itselfugitts and instituted closes. You must nick those as no numbers on the

position options from may pick mose up the many he are couldnessed and allowed.

Character This complex memority. Along one aids use small comparement taballed "Trivergency Station." I so may

open 1.1 you with I= 1541 Otherwell commun.

Death Decormisched

Institution You have entered a warehouse. You may if
you wish any open a crem is you do, not a de. T-3
mitst 4.6 mitst.

Service. The have entered the elebon along is small cornice flented with barred sparre. There em 2 Secusitiess (both 1 entimidde leward) with small, you

023. Acceleratively. The purceases men elevator Tourses used 1 m000 product return to sit about from what you necessity. Tour have putered The Cockroachs. Accelerational states. Tour have putered The Cockroachs above to the sevented in sects. Tour may

Severifority, a stone devoted to carded insects. Tou may be one 1 you like 1 you do, roll a dm 1-2 IPGB1; 3-8 op offect, T-is IP (56. Cherishre The complor m dont, IF a you enter it, II lease in

what toward you. You may tell stract on response, in 135, bit shout "who is there" = 142, or [s] not your Rephiliphal lessuamed you have one' to see who mither, in 155.

Door Mote or Alements Chec! If the situation this,

■001, 1 ha painting >= 0h)
And with first 1 ou have emirred a warehouse. Tou may pryopen a ormal 1 you like, 1 you do, == 168.

Service. The door to the room have a sign sering. If yourself my provincy highly "Tou may bug out and legans one ading to enter 11 a room finally which case, =- 1761

924. Accesswey: Ted accessway is a scatcase flour may delogree one obsercos so emmissim 00%, or you may long out.

ang can Apopearmookhikens; 1 on have entered a small actor style double wat wa't to wa't carpaday, bath, and veloc maenhal There is 1 Marid Hell module showed in the recent, it detects the formation in the second

Attecha you lingued to combet
Corridor: The contideals empty. Along one-side is a small
compartment labelled "Timergency Station". Low may

open at you seek in 158]
Deer: Re you attempt to open the door a steek ear
decompression seal stems across the doorway. Make no
Alarmass Check for the opening character if you fit
mitted the steek seek as a seal of the but the door is in-

posseble lyou may use a carring laser to open to Zeeksame A. Tou have ansand what expans so bo a meatine shop. You may got up a curring laser, insulared glovals, and far a lackspath if you wish.

grows, and are more performed by a week it more week services. The have entered a large week it more werk everal standing tables and price of continues along the out. Websell let in a charatapping a plantic cap at cotton and reading. He has a neutral let across the large. Tou may attack (m.170), accomment (m.172).

025. Accesswey: The accesswey mile statement. Tour magatelegate createring to enter (m077) or bug but Accesswedethere: You have outered a small missing.

Accommendation of our national conformable inhance, memoring norm will be certain failed, comformable inhans, cooppedig eitherings, and water in fail inhancedors mill wwitering frombornal guith smill for larget I market, there exist our further of fector. If of leget one alternaceamment so outfrand, mishe an Aborouses Check for your main sharaccer in his passess, milk of the first passes.

Certifier: Tad somdown M. You run labs Tryss. You may stract 1 m rm 135), or engage has enconversation (M. 157). Deca: Doolsoons

Ambientail. You have entered a clean room full of oping and a sant or nexty small. Alterediting made is out paging the document of our may take in The pipes are carrying the standard which is appointably being processed the theory proper arts satisfied of eligian. There is 1 Cantrol further thirddle invested and 1 Fairman life from allockwise) in the room flanckwise) in the room.

Service: You have envered a large, empeted office will a test desk and of partengs on and wak. A mate in a military uniform is croudined over the coront will a dub. You may about I in 171 or conversal in 1/6).

026. Accessway: The accessway man sleve to.

Accelerate in the second of apt., Similarly for first first first second of the second

Carriebe—The centrals in a neurograph walfacts. As the other and of the counter you have a victiming sound. The end's been revisit deporting Mediterassen scenes, flour may adjour, or condess I m2001.

Peter: Door notice.

instantials You have outered a warehouse flow may pry open a state 1 you like, if you do, not a cle. T-3 IM181, T-7 IM (72

Service: Tou have purered a parepty painted two-room souriment; the walks are powered with posters of other sers. There is a harmonic liminous room. Drie disk you had a pure, in these Valles of List \$2.

027. Only scalage amplement pould have commented that creme (DGS). Welpskills a vision; sharptern, he has an leite. 11ns and learn support stall others' stones 4000, 0462 they beth have alibm. Either Sterk or Rice or Corona was now us the reseasement Smith probably was in the respensive, because at three some he was total COS CSO. and 1 munitary that all time are lying. Thousewes Rito. and Corona is Corona was not there, Ritz is selling the forth and Stark in Mind both will be being Rith www. not there and also will an he says Corego was 18 pm Ball writwould be be about Corona? Doing on gains Seark outling, indeed, doing so hurts him, by supporting Coreca a claim so ad preserve, his indisacely supports Corona's cleim that Start was litting with liths - sometting Stark does not went angwin Logically, 1 Corona were absent, Sue1 should any so. Suppose into were counting. Then Stark was railing and any 1 like Corona was lying when ad sold Start were with Pile 99thy should Corona liet Secure ed has a grudge against Smrk, and knows at at Trans will be uppet with Stark if Tene believes Stark to be filming with R1s. All the places fit 1 labs were the when, otherwise there me assertioned quantions. The others a fit is

028. Give: Ris agrees them she was might represented with Stork.

028. Clue: Trime is upoes so hern Start was with But

030 4364. Dr. Mintrianys Trina impregnant by Statil.

031. Accountway: The accessoration is an elevitor.

Accommodedor: You have entailed the Wheel of Change, is given defined. The granty soft hat the room in Toward carefully soft hat the room in Toward carefully soft and the Toward in Toward in the County is it in the water than the Toward in the County is a transfer and the Coun

Contribute: The compto increptly Down the the door, gas spens our time the piral time absence open the door, gas spens our time the jers it the characters have no understaged many he may if fincient. Otherwise not on the Meascoal foother ander the jest greened if solven and upply the result to the characters were find the not it are characters awarding a derest mask. Only the opening a character may weeking a detection such could be the characters.

affected Andwarfed Tou have succed a large warehouse comming cylinders of metal 1 Garney fair for objectively in loading shem had a seriporumos contribute is dreps than and arrests, no (b) 2 Sterminary (light residua doctwood and 1 Manalyman-right Impress).

Service: Too have instead a medium stand office with a tree surprised madel, westel deal. These milating every inlandance is quite street and the first your may extend vertical processing of 1724 reportment in 1800. 432. Accessive. The accessively may deplate. Tou

nayuawi (m.159) or bug out.

Accommedation: You have nacered a gue mem. Stark materials in the control with a base 18s m his heliate total, avea their you. Tou mea after 1 in 1111, or open conversation (m.159).

Contribut: Whiteold is walking down the confider shalld of you, instruction charching is granted. You may equick less 1371, or solvened in 1350.

Deer: Door relocated in 1350.

The hardwister Too have necessed a warehouse. You may say

open a zimn is to ude, not adult -2-2 m (§4-14 m 16). Asserbe. To the thine entired a lis ingrecome with bedominal is T of bodhe and journals along the veils, global/call inspections of several plants, increasing, and a large year plants, microscopes, and a large year distinct matchina mithe contact of the soom. As you puter free children's method before begged of a fam. You may through the organized method the company of the open through the process throughly fill m (\$2).

033. Appearway! As almosts: comes in your tipe. The door opens if you sarp made in 005; otherwise, you may not use the ecoseway.

Appearance forms: You have natured landdy's, in dings is mit bet we'll alternated on the well alternate wood is you would be a word alternate wood mit four it controlled a state relate. Bett ved to invested in it is not would be supported in the state of the state

Carriedor The considere dark but empty

Doern 1 the sharecters are on 5 Deck, the door opens
On srevice, #-002

Analisman You have entered a pursonish; SMGs. been when an exhaust are evaluable as well as ammented. Take what you wassewir in the Himbert at a consistency. Services Too have entered the physical side traceroom. These make mall deals with a stationarceable the works and the old write traces and beautor at space parts. Insulance glovies, flashiftying, cutting lasers, and objection in the objection are extended.

63.4 Adjacement, the acception is an eleveror hou press the button and she door opens. Inside is in his additional these house inward! Brocked to download. You may be add as

Accommodateleme: You have entered a large, pick decorated auto equipped with said of steeping planes, a small installmenting pool, not valved completing and aphotolegis, leather welfpager and mimored saleng. Shing out the her as bottle of possipital and an electric production which you may take

Corridor: The corridor to the hity

Cheer Door operate machinery, certainty machine Upon sheetinghton you discover their than the digital manufacturing and belong supplier or supplier

Service. You have princed whateverns to be a scoreroom for impose Service, Securitions and Bradecest standard separations whosh have be describeded from every quadramount to de-boat from which you envien the your resignation. In 1951

035. Appearway: The eccessively is an elevator if you wish so use h, i= 008. Otherwise, naturn to the box from which you entered.

Accommodations: There is a sign ou and deer appropriate following Payrist Book, hought he has Bophistochrist highway. Presse Dou Prome sha Garmania "I hypoushoose to entry, he So, otherwise body out."

Correlor: The complex mempty

Chaire Dook operate production. You have not need an in-honoury stomplets with promisecution closest several naspital back etc. Physical and https://pep.phis.pain.gitis...sed Scooch (media line) purposes, networkship in socialistic.

Service. You have opened the door on hiroconstructurity crawling with insecer hou may bug out, or outer list which area, in 1871.

030. Accomment The accomment is a serious. Hyou with to descard, is 002. Attendance you may bug out.

Accemengations: You have intered a himst apartment, modeling decorated in the modelin mansa. One of the norms is a leave with hurlas of took, it sight box, income sortening at aphenoidal and it poper-content date. Put a sestable behavior the day. You may just shop time down in cold blood, in ICS, on this converse the https:

Description: The tour day of without the put of the put of

Deur Donroners

Institution Volu notive amend is trige room filted with initial spanish penglind machinely. The immagation pipeling a conservable conversing years, it glassified in water wide pile inactiveny, from the matchinely serve packets of Ding-Doogs, Doles, and other processed case products.

Service. You have asserted a small to the contribled with every toberose product imagined to chewing, emplaing, and anoning, from Kinttoen olganised a garded as Oil Lip Cancer shag. You may be keen humbler and signers.

\$3.7. Only Interpret sensitive years could fine a connected the privacy (60%). Vicology is a swaper to help or a piles. Interpret had Place support sect horizon: stockes (64%, 60%, and neether has a reasons in \$6. , they have also show, between control to the control of the control of the control of the control stockes of the control of the control of the control of the server in an and State. If there where the State. Control is pively necessary to the control of the control of the control of the necessary control of the control of the control of the control of the necessary control of the control of the control of the control of the necessary control of the contr

Que. Clue: Stark denies he was in the reclass-sh

030 Chier Wolcokissiys his was with Dr. Purz

040. Cities Trans says she was with Seark

O41. Accessions. The accessions is a strategic in hos with to district. FOOT in you wish to district. FOOD Accessions from the horse strategic in the strate

Complete: The confider is empty. Along the side is a small completement liabelled. "Invergency Shifter." You may spen hill you wish (in 158). Does to 60h. Door section.

Statustrial from how spends is door area is tage room filled with tests segarated whitcally by about a from its each direction. As the addition of each has its a lighting system; the sign is covered with soil and it when you regestable. Notwerdows small pobes in on slong it suchery of among the mays harvesting vegatables. Secause of the small separation among the part in the property of the small separation and the secause of the secause

B42. Accesswey: The accesswey is a sigh gray tube Choose one being at enter hand in 695. Accessweedsflows: hou have entered a choose since

You may watermed a prefered in hou wish fou effect). Complete: The complet is detail thyou have a blashight,

In 140; peherwise, grocoed.

Deser, Door in locked

Anabeticles, You have entered a room that looks like a

Frequential, You have enforced a norm that looks his a combination garmens halong, and machine shop. The larger machines are asid to out through this sough fabric required in the new abotious of vacasimous's Vocasimous markeds youther strategies and those with himmens or gails souls, including solar with armor, withis the Serial Scene of the output error.

Service: You have ensured a long room in which and walls are convent by locked. You may open it locker it hou with if you do not a deep his births, 6, 5, \$233.

943. Appearway: The accesswith is it in higher tool. Checkingons characteristical tools 932.

Accommendations: You have entered who seems to be a surefront under sometimeter Sheets of plants; sheen maint, and sook are scattered about the of the spets as a monofilament dutting cleance — treath so a monofilament served. You may sake in his you wish.

Deter: Some potenty retwel help left is bucket of water notice. Some potential and the character was introduced the door, the bucket falls, disenting him. In of help during place on a blater verlagoon To him of the dispapements after-procuring remove in from play.

Industrief. You have ensured the shortle bay in her is an air fundered decompression if it is a careation in corn opair to eacher with plane declaring ports, one shattle is outerably docked. You may if you wish go from this ode to enty on my point box.

Service: You have whitered it large room with bala motal wolls. In the carrier to a small but senticeable inventoring pool around which has been dumped a purple of hundred pounds of said.

DMA, Associationary. The association is an elevation You press the dotties and the door pean. In hand is his don't all compares the dotties are hand in the door pean. I hand is his don't all command level of the dotties and the dotties are dotties are dotties and the dotties are dottie

Deter The floor teach)

Anti-refusition. You have entered as electrons againment is necroom. Voluntypers, bi andboards, and is-is-cellaneous agrigment is about You may celerular, is interripate (in which year old at the 18 % of the 2011).

Service. You have outered a large room with thin manifpair home. Each partitioned area contains a small deak, and charity a date link, and a voccetypin.

045. Appearway 1nd processway is a self-gala hand Deputy Commander hithelia historicy down in toward you You may attack us 0940 or generates = 102[

Accumentations. The room is an ethertine two-norm hosel succe. Welcook is hing out into bed wearing in which jacket. Lying on the bedcovers is a perhead grenate You may attack lie hidd, or bonverse his 130). Contribute You had his in reconscious is him of an open.

competiment labelled "Emergency Statton." It you have the first and lot or pep pffs, you may be pend this equip maintenance awaken her, in within also > 160. Otherwise, debition! Emigraturess

Вим: Воогория

industrial You ofter entired a long half let of challing methanty. The machines assen to be as-mostly shape. See relaying this post of the shape from the second type described to the shape of the shape the shape of the shape o

Service. The deer here is sign service. "The the heate." The box someone is large, denly in room filled with valuable is in siques. 20th Converty self-wereng dolls, preserved Cocin-Cola dat leg, 2the Cervary are fed an, on

D48. Assessmenty. The accesswall is a standard Whiteski is discending in You may attack in 1001, on engage inconversion in hits.

Accommodations: You have entered a bare over-topin again mem. It is completely empty except for a sketchu iscontinuous which this it was teaching from a well sockis to a small hole or to dual.

Correlator The sportdor is singles

DescriptionDescription

Description

De

Members: You have entend a large condonately furnished differ with block cases and a large teather couch Behind a desk cliends a houncassype totals diseased in history and seat listings. "And how as we today. Mr 17/4rs De Gru?" You why fall sup out 10 In report of ≥00; told spaces it, ≥200 or Id attach, is with hisses she box is from middle reward.

047. Since hinner or Gorens and Wolschie are hying (Bible, 064 (656) mesher Corons and Wolschie has a risken of lieb Lin Time Goles, she disselfs with Gent is the Representation with Wolschiel III Trides laid, when Gent is the Representation extraction asked and these behave all these works in the retrievals asked of the behavior of the III and the Coron of hims to as a reason or the III and the Coron of order of the Coron of the Coron of the Coron of order of the Coron of the Coron of the Coron of order of the Coron of

D48 CAN Dr Patz says no was in his offine with Trins, and she is pregnent by Sairk

049. Clave: Financiarys the write till file calency with Stark

050. Clave: Stark says not was in the rescaurant with Colone, but not with hist, he says Corone has a produce

egame him.

D51. Accessively: The accessival lie in ruli grav mind

Accommendationar Voca has seatend the general expense of the seatend process of the seatend property of the seatend property that the seaten sequent to the seaten sequent to the seaten sequent to the seaten seate

converse (= 15h).

Convision: The convice is empty

Dear: As the character oper a the door got space a from the join if the character has as undersaged sub in breath mask, he is not thus ead Otherwise, not so the Newsporn Table under the fight of a "column and apply and result to the shearcter.

And another him them entered a large, siles a root- contribution of the character.

vig white pairvind machinery. On the wally his garge dishering covered with elf bottless You may take one bottle and take one of the potential in you do so, nell is dis in 2° ≥ 207, 31.6 № 2ht, is 8. № 2ht. Sawylas, the door bakes it right saying "Qwertyulop Pro Sawylas, the door bakes it right saying "Qwertyulop Pro

Service. Interdoor been a right asynng "Qwertyuop Procosang Center Onygen-Breathers Don Procedure Germents" You may proceed the 2hSt, or bug out

052. Accessivery. This receives as a storcase, which or highly advantage receiving You may state the fall or engage that is powership. In hith accommodations: how have senant a defeaturement of the state of the

got, beflacup, eled meetiknishes withte chou value to you myour quest.

Contribut: The standard is a delity decorated with penilsy.

carpearing and withpopus Desert This obserts tooked

Treductives. You have some all medium sood, eveloper ted promit with conditional pales and old constalling the source opening to now with a sign step "farminals Access Carless Entirely Only." In the more set? Grannia Both to hoot invested and 2 Conspilere tel honorhood-wave for frashcontretectives of they are to Service: You have smarted a small, over-lockin separation of the service of the set of the service of the service of principles with the service of the service of the service fundamental services of the service of the service of fundamental services of the service of the services of the fundamental services of the services of the services of the fundamental services of the services of the services of the fundamental services of the fundamental services of the services of th

053. Афримунут The восезоуны в вывісчання

Accuminated them? You have ansend The Missions Memority, a remission of Social Social

Contribut: The contribute dark. Walking down re, you miss over correcting. Now may but an is-h h, ■ 1.29 ⊕r (h) ways something. ■ hith

Industrial: You have entired it grey-walled more in the cantle of the floor as a mater dameter hole. From the writte to various distances above the hole poke pipes of various sized. There are sporch marks on the going There is ou gravity is the room. You may bug out, or you

may combine by which case. > 208) Service. Tou have outered a huge morn titled with a numdred or more tables, each sus-ounded by a dozen charg The map of each intile as protected by a manufield, in which set 12 servings of definetly subbary looking chickou II Quecume theo from taxineend, two latellar inward, one ngive ten inward) and 1 flexcuribert (rear middle www.indi.ara.in.the room. They aleach,

DS4. Accommune The accommunation is not gray tube Rita to steeping in it suspended is mid an Tou may (a) leating they playing on which case propend; or this wake har an a-whet case is 102

Aconomicate Sone: Tou have interest the Morrison Suite. The entire floor is covered with a hage matricis. and the walls, collings, and there [bearthau] are at Conserved in rest Microsco (surbea

Corridor: The comdor is emory **Joor** Door poens

Andormial You have entered the robot report more. Several pertuity desagembled robots to ou work tables. On one shall you discover a box of robousiavers; you may take se many se you like withouthe countermining Service. Peering 11 rough the door, you see a room 18ed with cardward boxes. You may bug out, or choose one being as enter the room, in which care = 205.

055. Accesswey: The accesswey as an elevator Tou half the button and the elevanor arrives. The done open. marde a Start "Who the stell as you?" he banks. Tou ma y strack (► 103), or converse (► 122) Ancommodulation. You have entered a typical hotof

reem, 1 moved Corridor The corridor s-amony.

Cow: The door opens

Tou have entered a dangy office-passed room containing decrepit machinery. In bine connected to the machinery are plantic Marye, etatuettee of the Emperce Zutlebartz, and dry pouvens fissivights. Tou may take a Bashlight, if you want

Service: Tou have renered an audeorium. Close peckbo series sland toward the mage. As you wall through the auditorium, an anii laugh comes through the loudspeakers; then the epeckers being to screech. Saband expresence are corning through, you being to fail panish; and namested. Too lesing to suffer from dark flashes, you are being Inecked out. Tou retream repidly, MINI HIGHTON PROJECTION

066. Ассыману: Тhe асраиму та в языказе Accompandations. You have ensered a two-room aparement, the floor of which is covered with paper dirty socks, and empty put of bourse.

Consider The consider is dark. Waiting down it, you sign over powerfring. Tou may let entack it, = 162, or (d) say portetting = 144. Deer Door coens

Tou have ensemed a warehouse. Tou may, 1 you with pry open a arrest if you do. - Z18 Servicer Too have entered 1 gymnamus-, 2 Reference man at Boundary, left for syward, right fastisward) street

057. Dr. Pur-does guardery Woloski's scory (000, 039). and righter her it reason 11 lik they are programably emosent. Trans and Start 1040, 0201 both have reasons to lie - 1d protect one I nother, ance 11 ha is carrying Stark's rhid 1000). Stark has a reason to demy he was with Ribe, since Tring would be upper 1 he had been. Neither Corona nor Fire hos a meson to be ID18, 0281, so presumably they s-a telling the truth and Stark was s- the regions-nt Tons - When the s-

056. Che: Wolceki says he was in the rettaurent with Trina and Comes

059. Chry: Stork agrees he was to the casing with item. and is upon to hear that Tring was with Wolcola

DBD. Chart Type mays that she was with Da Putz, and in appet than Stark was with Rea.

061. Accountary: The recommunical multi-grow tube Accommodations: Tell have entered a tours-could Corridor Dr. Putn p-waiting down the sprilocr severed you, You may alsock 1 148}, or converse (≥ 163) **Deer If the characters sist on C Deck, the door opera** Orthorwine, P 002

Statustical. Tou have entered a warshouse. You may 1

uni wish, pro openie mies. 1 words. - 216 Stervice: Tou enter a small office with a deal- from the of

fice had two doors. Tou may take door 11 1= 214), or door #2 19- 2201. LA1 three rooms are part of the same box ou the Spane Susion Mars)

062. Accelerately The scarseways a null-gray table Accelerately Tou have arrand a sobacconten-

Tou may obtain a herridor and ciga-aid gou wash Corridor: The corridor contains 1 Mired Que (Irpos Per

meeted) Engagent is combat. **Devoy:** Door as locked.

fectuaristic You have annared a gravitionic workshop. Gravity and likes equal the walls and the work cables

hear widgets frammistans, and obmos, at important tools for gravity sect nickens. As you arrive the room, the gravity suddanly increasure to 70's, sect being a your sarry multi make an Alsteness Check, those and fall suffor a D combat result, those who pass are makington I receed with play

Service: You have entered a vacuum suit numerom. VACUUM mast of all types are available, within the length-Semestrugg BHI follows

063. Accommon The accommon in an alessing Accommode Name: You have uniqued the Willia Egree a but which advalance input on ten. Several destroyed Gacone and a Balannder ara somen arous she floor. Tine astriling as the bar will a dink in one hand and an SMAG in the other Tou may attack (# 133) or converse (# 162) Covider, The comport voils are panced sharrense **Dwor** Cognopera

Shekararise! The box is entacely filled with helicen, unless yourman character is wearing a functional our or breath mask the may not enter Other characters may not enter writhouseurs or masks, you may leave show behind it you wish Robors == 1 (#1) under if you puter ► 221 Service: You have entered a funbouse. You may but out, or = 222

964. Accentumy: The accountry in a starcage Accommonds forus. The ronor is a girst, well kepsycholic garden la one comer la a un-parach hammock anothern admess

Corridor: A Restricts to lying agenciate contdor wall Rou may take it. **Диа-** Рост соепа

Industrial: Tou have ammed a Laga, empty hange Service: Tou have entered a small storangery On 11st Bhahvas are cannagers of monothisment solvens and a purtwig laser. You may take shorn,

066. Accessway. The accesswess a null gray tube. A descrivered Hined Guis a floating is the rubs. Tou may let leave it alone = 104, (b) activace it, = 123; or (1) activate 1 after planning a robos slaver on 1 famouring you have Buths devices P-106. Accommendations. The room is a scandard dinar hotel

room. In a dispense to the signifies pigner at a flashing till Complete The consider e-emony. Don: Door down.

Andrew Tou have protect a warehouse You may, 1 you wish, pry open ii cranii 11 yap da. • 223. Service: Tou have an a-red a graph storeroom contarring

cardinant boxes. Tourres poer one typu wish, № 224. 005. Accorpany: The accommon is a stancese. A Hendyman is elemning the s-airs. Tou may (a) bug not, [b] actuals, = 107; = is) ignors is and use she makes, = 124 Accommodations: The room and modest provide span ment with modelarized bookshelves and a deep court! \$

Handyman Irentiar eventil is at work in the spartment. 4 actorics Corridor: The correlor is envery

Date: Draw codes

Indicated. You have entered a body bank The umpermue is gaba kwy. Afong the walls and arosparens tests contenting body parts and with even to be whole hamma immersed in solution, all are uncorrections

Service: Tou have entered a circular recense the persenof which sands a white suprounded dirichale. The waits are covered by finds walleanor and the parpering is a rich red. On the table as a platter containing a cooked gorbletish in stasis. You may ext 1 H you wast tou effacil

067. Either Stark or Ribe and Corone are Ignor 1036, 029. D18) Stark hak a reason as its the dogso't want Tana to Those he was with little (029). Dr. Pus- and Trins support each others' incres (\$48, \$150, stay are aliminated. If Smith is Pyling and labe and Corona and telling the trutt. Srafe Rill, and Corpny were of in the restaurors. Thus averyone has an lasts - exampt - aren't we forgetting Woloski? Woloski is sive villatin.

055. Chat. The white multitude had ecous to arross of the Billion off-levels to vectors; only stocon employees could have committed the crane

000. Give: Covore says he saw Airs in the researcent, and ther Smik was not shere

070. CAN: Stark rays be you in the recommend with Co. one, but not with Film

871. Chart let's agrees Corona was to the replacement, bundouse Stark was there

072. Tour thirecter seve "Helio?" and the correnderios esuso forth a masabra electron1 abacide. All the doors to the room immediately size- and fock. A you have the lact pick, you may account normally otherwise, you may was the custonin laser to make a dreach and continue play thypu time metitier, = 143.

073. The slevetor door aloses, then the elevaner state The door wit namopen is you have the outting laws, you may full out open the door and return to your engine level for numopers the map of the allevation and climb up the next dec1 apward, or 11) but a breech is the floor and climb as the rein deck downward labil normally to see when the curring laser does in you do out tave the outprog later then by 186

074. 1 you do not have the flushing to 196. If you have the Rethlight make an Alertness Check for the certying. character (1 he passes, ₱ 190; 1 he tale, ₱ 185.

075. Fut all life roboticountries jother than pounters of robbits moving with your character) into a paid. Shake the the Pick up five robot counters from the true. You must light these five robots. (Note: Robot counters) are boxbis aided. Tou must fight the robot ou the side of the country you took at first. If you are ansure which aids to use. Mip the counter an you would a coin and ass the side. that lands tace-up I Place the countries in the following positions on the factical Display lipture the first position chosen as the sha first position, exc.): Irons for Invised, left for lowered, notice for lowered, team for employed, 1 need research clockware. If you manage to destroy or ensieve at the sobots without pushing your Saspermon of Disbalial value over 75 you may descrive a sha computer you do no i atomatically well ply by asong the ayou are doing so

070. The bed is equipped with an automatic message muchine. The investigating being must make an Alerthees. Chart. It is nesses in sulency on it effects: offerward the myesage mechane grabe and being and perimetric is wildly, inflicting a Circuit before you can put the being it on 077. The being begins to accend the staircase and

truches she railing - which a electrified labil on the Wearcorn Table under the Euclinea and applitude result. to the being 078. The emergency station committee boots of Scotch

and 1 flashight; you may rake them

075. It is you entire the roose, and of the inflecting mirrors begins as nam rowed you. Thu may graps on the 2021, or you may bug out

040. Tou access the personnel recents, and may discover say one Class fydus (hexas). However, by sosiveting the detailms, you have alerted the computer so You'r greender your investigations are halted by 1 Hirself Garris Int for reastive and 1 the connote will be destroyed in the ansuling teelighs

DE1. The america contains as awareness heighlening arus Tow Alkierens Rising a-increased by one point

DE2. You have a 1 baing sound. Tou may leave the room Irmunica yourpreviousbent, or continue (# 187)

DES. Cher. Rits agrees that she was in the remaining with Stark, but says that Corona was out them

984. Cher Corona says he yew Wolcole firting with Trimm in the restaurent.

085. Make an Alemana Clack for six being if he passer, he manager outsit fet through the trap: the door is open and may be used. If he felts the abook, F-908.

065. The accommiss to a nut gray mibit. Hereiner, the greetly is on in the tube. The being talkel to notice this before mapping into the tube. It oulC Deck it suffers ou is effects, but the tubo cannot be used to recyal to another decil. If on enother deck, the being falls to the appropriate box ou C Deck, suffering # II combet result in the procost. If the faling loang as your mare shareces, he is separated from the other beings in this party

- **QB7.** The appression is a standard. Spinionis has seen through some of his metal stand. If held you being hated to noce. In plungs—through site stalls in all writinety dash (A main share or Historical samped h...).
- OSS. Inside the elevetor are buttons marked A, B, and C Which de you push® A, ≥ 006, B, ≥ 006, C, ≥ 095
- CES. At the 100 of the state in his Quantiles his strong inworld. Engage recombine
- 086. Asste boxom of the salini H h Guestien hisstrom model higgs is sombet.
- 091. A great glob of eard, held together by purface tension, in Boarding in the center of the nuth grain table. Useful you do self-penticed the glob and was abbit as that his forward motion before empething ratio in The socretewes instruced in November 1.
- Q32. At the tigg of and rules (or A Deckit H in Ω annifiant framphire and if you are on A Deck you make age; a function of the Certain the Europe of the Certain the Europe of the Art to Art to approach it and the accessory a usuasside.
- PAG. Corous has a linear planoi On Body and Hitrosamiddis meand little a filted bits sweather may be used
- 094. hdne has a slagdrows. To Hend and Hileft middle wheald Hiyou hill he, ≥ 098. The send may not seed whe combating completed.
- 695. The elevator environ on C Dech
- 036. Make an Alermana Chack for the boing His pesses, • 098 (In help to FRS
- QS7. Corona cah a briefly with you, and volunteers a cha, refer to Vihor- CH with. He does volunteers to join
- you he have leserpated On Sodia

 056. Is one of Trins a pockets, you find a nosepad with a
- clas, referrin Vitase Chit #6 055 - Timo volunteers e place refer as Vitasa Chet #5.
- 100. Welcitis H anament. You have just shar him down or cold blood. ComprétalMicrae
- 101. Purz has a borrie of Sportch to Hand. He is front near inward. Hiyou hit him, № 120
- 102. Snd wake- up with a state and pull a leser parol from high-public-holater. You may attach (in 12th, or you
- Pay coverse (P 1 %)

 103. Shift had an SGM he Hand; bu H brown middH ex
- went thyou hit firm you may weathe elevation.

 104. Monthling happens. You may use the accordingly
- 105. Aits surrenders: ► Ithis
- 106. The robos scalvans , you come of it
- 107. hou kill the robot is does nondefend itself
- 196, this body S clusting a five granted in as right oded, as much last the falling mechanism. You outce
- ward) speaks from behind and ber You haard drem athey approached, You principal fieldly ridue the first library Segment of the Combat Round.

 116. Here some garkey and a plant these the speaks of practically empty, and also else who to harm on 1911ing advan-
- sage of the is commodatione. She violanthers is due take Video Chi 22, and is withing se jove you. She has a both! of Sociat for Hand, and release to carry any other weapon. Assume her Alemana se nd 2 lake then normal does in dissibilities.

 111. Stark has a lease rife and a middle front outward.
- 111. Start has a lesse rife and e-middle front outword. Hischael as constall. After combin, you may pick ag Start's legal with and obtain new aramars son has any of yourseeposis.
- 112. Puts volumeers a classifier histor. Chit #41 and of hereth pink your salety.
- 113. Welsets is from middle counterclockwise and had an arginative generate to Hand. After combate in resolved make an Alement Check for your residencement to be present the gives the 150, if he task, nature play.
- 114. This body is alignfulling a live grenade in the right faint, as shared over the failing medianthm. As you as arring the body, the shared light, you fell in ourse the granade before it explodes. The arrestopping shallotter is subject to as explosive granade attain, not on the Weapons Tools of documents the easily.

- 115. She epotoglate for pelling the gue and rehotsee it in the market hand beat on edge lattle the computer warm backers, and the law ethicked carrying a gan se protection agent the robotic some of which have gone between She volunteers a size time VH-ex Chit hat, did softened as
- 116. A great glod of ack! held together by surface en-Hon, it floating is she sancer of the sales. Lithonous-by, she baing water hard by a surface of the sales in the property in the sales are sales as the sales of the sales are sales. The sales infing sale the glob in suffere of a comparison of the sales common immove designed can not used.
- 117. hand reh lawih you and volunteers to join your party. H you accept her offer. № 989.
- 110. Woloski tall a with you and volunteers a also fees Valkin CH a risk. He refuses to join you, however, saying phesis's not in bra job description.
- 119. Putz effers you a bortle of Spatch, refuses to join your party, and volunteers in clue (see VAlain Chit AN).
- 120. Do Puta's body you had a noce. Spe Villain Chihih.

 121. Also is front models is werd and true a teaer petal ho
- Hand. Proceed as corricals 11 filtra in soft aftire 4-freather first Combai Hound, = 105, otherwise, resume play.

 122. Stark falling with your, volunteers it closs (Villion Chil).
- (3), and loals on jording you (you may outhwrited). He have SMC To Head.

 123. If he robot effects the man front effectives.
- 124. As you will pass, h Handaman he'd near Irward
- restacks you. The robust unconsecutify has the first Heing Segment of the hint Combot Hound.

 125. The body appears to have been shot dwough the
- furthered by a later Make an Alemsets Chack for your memohsracter Hite passes in 108; the half in 1th 126. You are stacked by hilling Gun and hilliantendar
- 120. You are attacked by it Privac during and it is arrived as their them is after appaying of from both ind the bett Proceed to combat.

 127. Here H from the bett Proceed to combat.
- of Spointh Imposed to combat

 128. Stark conventes with you and volunteers is due
 tiese Villair Chit RO. He refuses to pan you. You may
 reclaim the voluntermanism from the stocks in this stock.
- but new weatpoins into not available.

 129. That is precisely what you have done. He made no effort to defand hireast. You may recisely also and decover per pittle.
- 130. Wolcoth wakes sg, telles to you and witurnishs a club telle Villar-CH s/Si Hs offstrate you you Hs has an exclusive grandels by Mand, it god decide not se Histoire.
- pas you, he will gree you fit a granderf you lit a

 131. Corona he is leser place On Sody. He is left middle
 clockwale. H you sorwise, you will had a diary in his
- packet which will provide nake (see Villan Chrishit).

 132. Coccas has a lesse pistol 10 Head. Me is froshredde invated, it you sendied, used it had a d'Hry le les pocket (see Villan CH pf there is had.)
- 133. 1 and saright models inward with an SHG he Hand
- 134. You are highling Stark, who H sharps a Inde ingge-hoppy Serps rentheling you has a flashight, you with have as hight to the Basel. Stark a modely from forward and has a Hiser this To Hand. Use the roles for derivation.
- 135. hed are fighting it Haalf Gus Emiddle from the world. Use the rules for darkness.
- 136. Trins H from middle lewerd and is carrying a abigith-tower
- 137. He a front far meyard and has an analysis granitife
- To Hand

 138. It be comparement on same the space wither and a
- first aid hit, you malle take the latter hyou wish.

 139. You aca Righting Corone He as front inser-
- 139. You are Righting Corons He is front resercheckwish, and has a borris of Sconth After the first round of combat, securing neither of your Edded, you may my hat lin which case in Bittor continue fighting.
- 140. Cosena acreates "Nove Eve got hon, ZHiebanzi" and Rives tile prator Histopad in clembah Corena it honi meddle invested and automatically has the Eve Georg Seg maint of the Comban Round. This Hase-rates this delegate of gordnamp amediates with reality. Hou starvious, hou will find a delegate the Comban Round.

- 141. It's Stark. His applied that shooting and selections assert to discendible resembly about, his assertment of the best blessed in the value about, he was the read of the late. When a Chit #31 and offers to promise the time is large infer the med.
- 142. how're short is again. You are highling hit Hired Gun Invidide from inwerd! The probot automatically his the First Samp Segmenhat the Combat Round.
 143. Also one again of the condor is a small company.
- ment lybelled "Emergency Station" from May Hoten iii it you wish tin which case, F-138; 144. If shoem as you list it Generalise throm nearter
- words, they come begin the the first Barring Seigmeithed the host Combin House.

 145. House it resides host broadd. He has a skunhtrover.
- On Body

 196. Corone screams "Don't shoot!" and dhas andas attempt the oad Halletts to you from that position the voca mod
- Red by the mamuse. He volunteers a size lace Vibin CH a hit, but dategorized profuses to path you.

 147. Constant breather off the bottle. Then redundents in
- 147. Corena hreates at the bottle then volunteers in due tase Wilsia Chihhit He offers as join you
- 144. The crate contains aromanhor for lier SM8. You may take some higher with the restoctors of Indianaments.

 143. Purple new from forward. He has no wanpon flow.
- must undertake one Hound at combat, if you wish to brask off thereafter, you may, but Puts will outside more enjurishmention.

 150, how have noticed a pute crumpled ag = the
- 150. how have noticed a pute crumpled ag as the waterbacker (see Vites - Chi Pi Form class)
- 151. You say "Helie "Corons white and gate his time passe! You make attach (* 432), or continue the conversation (* 440)
- 152. I not endicates that she blow up the robots in the dar when they articlate her. She volunteem a class (see ViHia Chè Fill and offices to join you. She has an SMC to hand a bottle of Scottle has be taken then the law.
- 153. It's Stark. He effecte out your flexibilight listicated at, then applyages. There we stirl of better the about, and he assumed you were one. He volunteers a should, and he assumed you were one. He volunteers a clinb Lass Vitter Chin Ital and effers to pile you. He has a

tyeannfie ho ktanel,

- 154. The comparament contains a first aid his and a his satinguishen You may take the former hippy wish.
- 155. You are fighting it Hilmad Quan (models from letward) Useahe rule- loaderbrees 156. Gas sprays from the open completiment Roll on
- the Weapons fable and/or the "gos grenede" column to describe the affact on the opening being. Robots and characters with bundappel suits or breath marks are not affected by the gos.
- 157. Trins volumeers a also have Villan Chr. Ital. She https://doi.org/10.000
- 158. He volunteeza a clue tsee Villam Chrt 26), He a not immessed et johning you
- 159. The operations contains a bream mask within you may take hyou went.
 160. Hits opened ste comparisem and a broch-ouspea.
- ested from in She volunteers in the lines Vitta in Chit #21. She H willing to Join you, indeber no weapon.
- 161, It's Corpra. He is hrown. His volunteers is close (see Viting Chickith His or no strope to accompany you.
- 162. Were of you like higherdisk hirounness forwards hours man, character uniprofileally has she has Berrig Segment of the first Combel Hound
- 163. Putz volnitieent it due jaar Villari Chit Mit He of fere to jornyou he name slugthrower On Body
- 164. Corona seems passive nda hostife. He eska h you have any Secreti III you do, you may give a to him lewinch case. In 1171, otherwise, continue play.

165. It has come approximate surdiness

- 166. Putz vojumbone is clue been Vithia CH sPA). He is not interested in joining you.
- 167. You hind the lightswitch in he rooms H filed with wes of since gains which styszals, each some mental ecross, etc.growing

- 160. The crare committe prenedes Roll side 1-2 asphoses, 3-4, gas, it is make it elementation. You may take as many its your wint, within and finite of the countermia.
- 189. The being noticed the tribute scale she borrow at the doorway and dhuit does not singles the short, in the doorway and dhuit does not singles the short, in the only as Swedoth "modern" turns are. It belostates notices. Swedoth "modern" turns are. It belostates notices. Swedoth "modern" turns are. It belostates nominately, and as singlessing the web with potherish high principal state. It is given their section and cost test in State 1 and some pool ment.
- 170. Waloski h frous middh slockwass with sin sai rhh
- 121. You are fighting Starts, who is middle from abookwise and have a golf club Te Hared II you both survive the first it quart of combat, you may break off the wrich case, in (8).
- 172, this come common spher slavers. You may take some, within counterma levitacions
- 173. Irvne fan sie electric prod-On Sody end in front mid de swand
- 174. The being falls on notices the efficient autopassible being out of ethic decrease, and to generally not being a trap field out the Vileopore fall being not the Vileopore falls end on SCF and apply the result as the being. Therefore the being may be freely entired, in committe a Boardonal three-seem septiment with a margin several set being from the septiment of the second services of the second section of the section of the second section of the second section of the section of the second section of the s
- 176. You felt to find the lightswetch as any other exafrom the room, his impassable
- T76. Make six Alexande Check for the entering being. If hipperson, IN 89. If 4 finit. III 174.
- 177. Wolosk-shars incles (see Villan Chit M) hip mailing to skill you
- 178 h/s Steek, he het a geh dub To hand He volunteers albeiteen Yilala Charl (2) and offers to long you
- 179. In the same explicates, it was proposed. Rell enter for sech being in your party ou the "explosive grenede" colame of the Waspers Tahl.
- TSO. Infinit in considering white of getting all the computer Snd votunities in clue tree Vitals Chit #6: She a writing as sonomously you.
- 181. The craft comerce empared evia and salmon
- 182. You had a cutting laser in the room, simultaneously, she hydrasic press of the senter of the room explodial set as the standard of the Wespershipping country of the Wespershipping country and apply the results.
- 183. One door overs and \$ Securbooks and 2 hhigh Quant beging to ever Place one Securbooks forward inward and beging to exten the Securbooks forward inward and begin each combine. During the Indigence when the Securbooks of the Securbooks of the which will enter the feet forward inward box, and all inrobots have settered.
- 184. You want if the alevator for several matural then the does opene its front of you by 2 Harad Garre and h Securities (all near forward inward). Ingage is sombat
- Securibat (all near forward (mward) Ingage is sombot

 169. In the deriverse you felted to notice a single strend
 of monoflament soung easies she conside. You main
 chaircin anh sis is D reach. You may prepaid wethous
- 196, the present gives you a mildly upon storeach Reduce your Alerman hitting by pregions.

fait her markers.

- 187. At alteracions is the party wethout functional turis as breath meets are innoched ancomstous by gos. If overlyothe in innocerciatus, if 1921 is your mail shamdin in ancomposite, but other characters of the party am out, 1936. If your mail character is not succeived by but others at the party on, you must leave them where they will be table too they.
- 188. The locker content 1 Quicker (from rest inward) which spaces you
- 189. You find a cutting lover, You reach out to touch h, is n whet reflect, It all ou the "E" ablance of the Whappana Table unless you have resultant gloves he Hares. You may not able the reliefs you have the gloves.
- 180. You notes minimal of monof ternensinning acress the contdor before you with lines is You duck under it, and proceed along the coincide without makes.

- 191. It you have the lockyack to hand, a moskught in the jamn and destroyed. Otherwise, the being suffers a Dicombet result.
- 182. You wake ith in the beg. You have less at equipment line robots, any characters with you are lith you, also without eoutoment. You am an a prostice! You Will shere used Wickold arrives, somewher upon, he saw you being called off by tobest and hell come to mice you he has a layer infle that he will give you but he will not join your party. It is oftens inclusione Yillain Cha #61. It Woloski h with you or dead, you manage at leave the brig through the his thugh Holling tile It-2 you are on A Dech 3-4 & Deck, 8-6: C Deck Rot again h-2 feet neg of the deck, 3.4 second ring, h.h. third ring, h.oli ewo dice, sah ing the fem reli in a first digh and the arcend as a micond, than an the position of the box (4) the first digit an an exrmolit EXAMB 11 You roll is 3, 2, 6, 4. You are in box h 154. Place your main character's country in the epproposite box and proceed with play
- 193. The socialises is number in the opposition brisector. From this one sync with it may all and supplementary of the mental time in the desirability. If you have in the mental symmetric and cell the belong senting successing, the belong concess one does always from the Carefact because of the senting sent succession. If you want to the sent succession is to be supplementally the sent per tell and the sent succession is the sent sent succession. The sent succession is the sent succession to the sent sent succession is second box reviewed the Gaussian limited of you have offered.
- 194. Criss community in grant and three reloads
- 195. You of such suddenly come after and actach. They are 2 descross light fuel ochwest, ught the cyclewest. If househed, there for award ray for impreed, 2 Secul hets. Ord fast counterclockwise, sight secundencies heats!
- 186. In this center of the Boss as dress. About instruction the hold of section the room, you are suddenly the dost instruction as a suddenly the dost instruction the property of Figure 1862 and one does not make a continuous programments in plaintain extended the Food develop drough the lake, the life is many-post Highersan centrollars any electrical exagginement you can be internative within you. Note that the lake is sufficient to be in the lake and the
- TOT. This is a hoven gloreroom. The greeps are
- degrating but they let you pain without rule hap.

 196. In his lock in containing without may make it.
 - 199. They drap you cut of the room tratum to the previous boal 11 you have pep offs, they are expended as walfar you by Chierawsky over wasterpoint three Sampen som of Drabelet points and you are again awake. Other wespectious other active retiness andonously, you must leave them behind.
 - 200. You do so Nothing of immensoreum
 - 201. Intel locky contains 1 Sequelleds (from once ewheel) highlights
- 302. Roll a day the number relied at the number of times the mirres with time along us you ran across after soom. All fishers will be directed at occurrent character. Red price on the Viseponer Table under the "i" celumn for each end; pencer Stare and Linkad results.
- 203. The locker continue a sea ing laser
- 2014. The eductional in sitting ou is so of inecal shelper, to you touch is volcinoper, you describe that the phylosis are intentified. Unless you have the insulated gloops Table and delimination and entire "" column of the Yespons Table and delimination the effects. There is no applicated at an accompanied with the properties of the column of the effects. There is no applicated at an
- 205. The floor is scorring to belt, opened with per-layer of the half and of the half and the belt and the floor floor. Then it is all and so such a control of the half and t
- 200. It calls gentially to you se you edge your way excess the room title through matter door.
- 207. It's a post pit Cam one wound (it you have smy)
- 206. All you find through the room, there is a histing about 1 fellowed by a large explosion. A finitial aspairs over the hole is the foor II south out attraction and

- there is no gistery, she'p, is no connection prettom as bring new pargers into and feme. The pipes which actiond will the shortfood it me audit in she gas, accepting out and chemicals fromed of the feed feme. All beings is made dearn the subject to compassion from the subjection; toll on the explosive previous polaries of the Wespore, habite for such bring, and pagir fall indicated results.
- 203. Make an Alectorea Check for the being it repeases, > 207 of h 1₈₁₅, m 212
- 210. It says "frow flori's be horble if carr's stand hostiley," and his chayou it a from middle iswand
- 271. It is is peop pH. Your Allertown Level in representely increased by two points
- 212. This being white you a monophin was every strong screen the bottom of she deed, this every a D result. The while sign is in believe plented in a box of greendes, the prevedes explose, fitting the more with sheapest. Hold for sheapest you have surely on the proposite granude solution of the Myconomia labely and perhysion results.
- 213. The boxes content explotive hireracter. You may mixe some within the lengtherap of the coursemble.
- 214. You have enerad a small observation more writing wendow along one wall leplang into appeded cell, at the observation below in hitting Gua (from middle clockward which ship cells.
- 215. It's an hallucinogen That'll back you to teen an angaight. Your Alerthese Level a reducind two points
- 216. You open the door. The room a filled was shiotaa Rod for such about at long per per an about a good account of the Waspount hable, and about the roughs Cherecters, with functional such and broath reasks are anaffected.
- 217. The being notices the interrollsment ware quinting across the bottom of the door and warres the rest of your Proceed with play. You may open one of the boxes if you wish its which sees, 92131.
- 278. As you pry open find crafts you you'te the plantic as process in contains and dreef who all gift sect which prevents an from applicating; it asplicate. Rel on they or prevent granted columns of after Weepons 1455s for each being an your group and largely the indicath relating.
- 218. The crete in empty. As you exemine it, it stavedore these reservement munds a corner and ansate you thou and easily execution and easily.

 220. You enfor a large pedded and with a mirror along.
- one well. The minor suddenly sharters and you are actack no by h Mined Bull (left reliable investig). The right Binisphatically had the first Bong Segment 221. The sine h is superheavy metal foundry;
- 221. The area is a superheavy need foundry appearance of the processed of the processed of the processed of the processed of the foundry contrare 1 Sequelleria liefs to invarid high for events and 1 Cargorinaster inciddle from taward.
- 222. This fundacion in newflow to sev controlled by the computer You am benefited down states in 3Gs, cus shough shough shough shough shough scaled a confidence specialist as 229-PM, blooks in the face by as as branking pushbanes, etc. Each being in your party and provide an algorithms of Check, each noting for faith sufferning treation.
- 223. The sum is among
- 224. The box content demonstration is reneded. You make take as many as you walls, whill describe me heritations.
- 225. Regardless of whombus ou you push, she sievecon goes to C Dack in simally there, it goes to A Dack). The door opens, it Becuilless (costs) and invalved, and it Quinhiss this hard several are weeking for you highly them.

Design Credits for Return of the Stainlass Steel Rat

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